Julie Farré

Spatial and Experience Design

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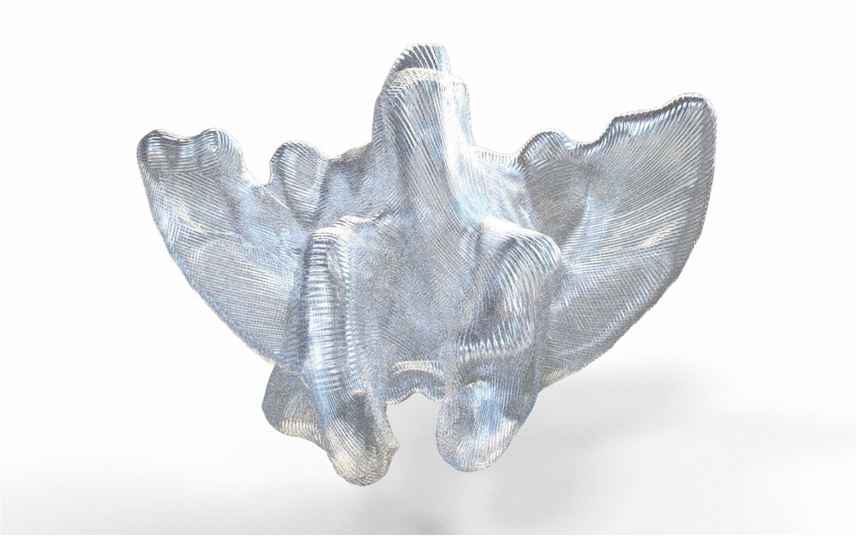
About me

I am a multidisciplinary designer with a focus on scenography and creating experiences that play with our senses to transform perceptions of spaces. My practice lies at the intersection of Art, Design and technology, blending experimental materiality with social engagement in urban and cultural contexts.

Scenography & Research

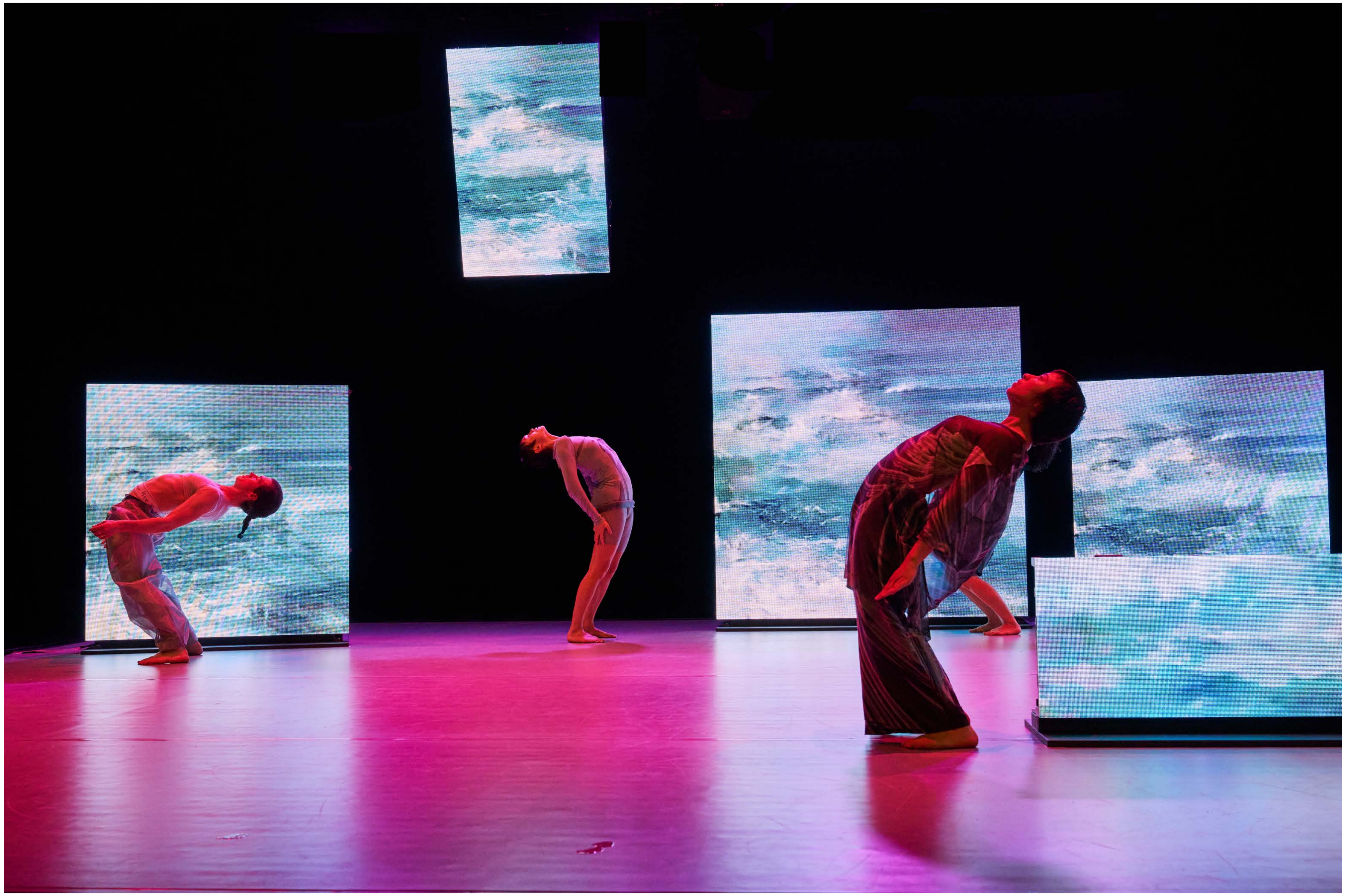


Object

Digital scenography & Costumes

Installation

Scenography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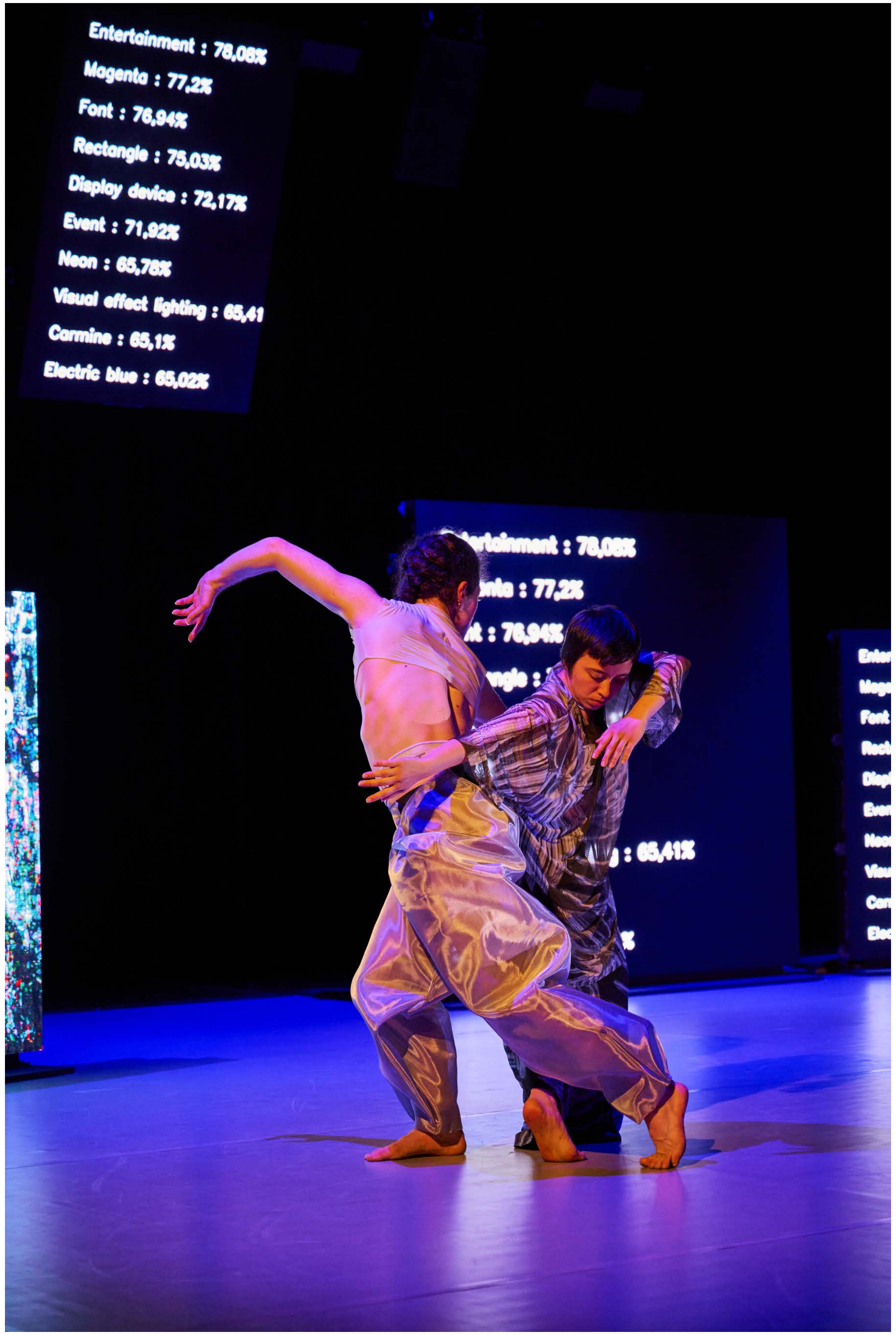
Precious Camouflage

Scenographic development, Research & Production assistance

A performative dance piece by Charlotte Triebus exploring the collaboration of human dancers with artificial intelligence agents.

With and for : Charlotte Triebus, Mirevi Lab, Vobe.digital Project link : https://www.precious.dance/ 2023 - 2024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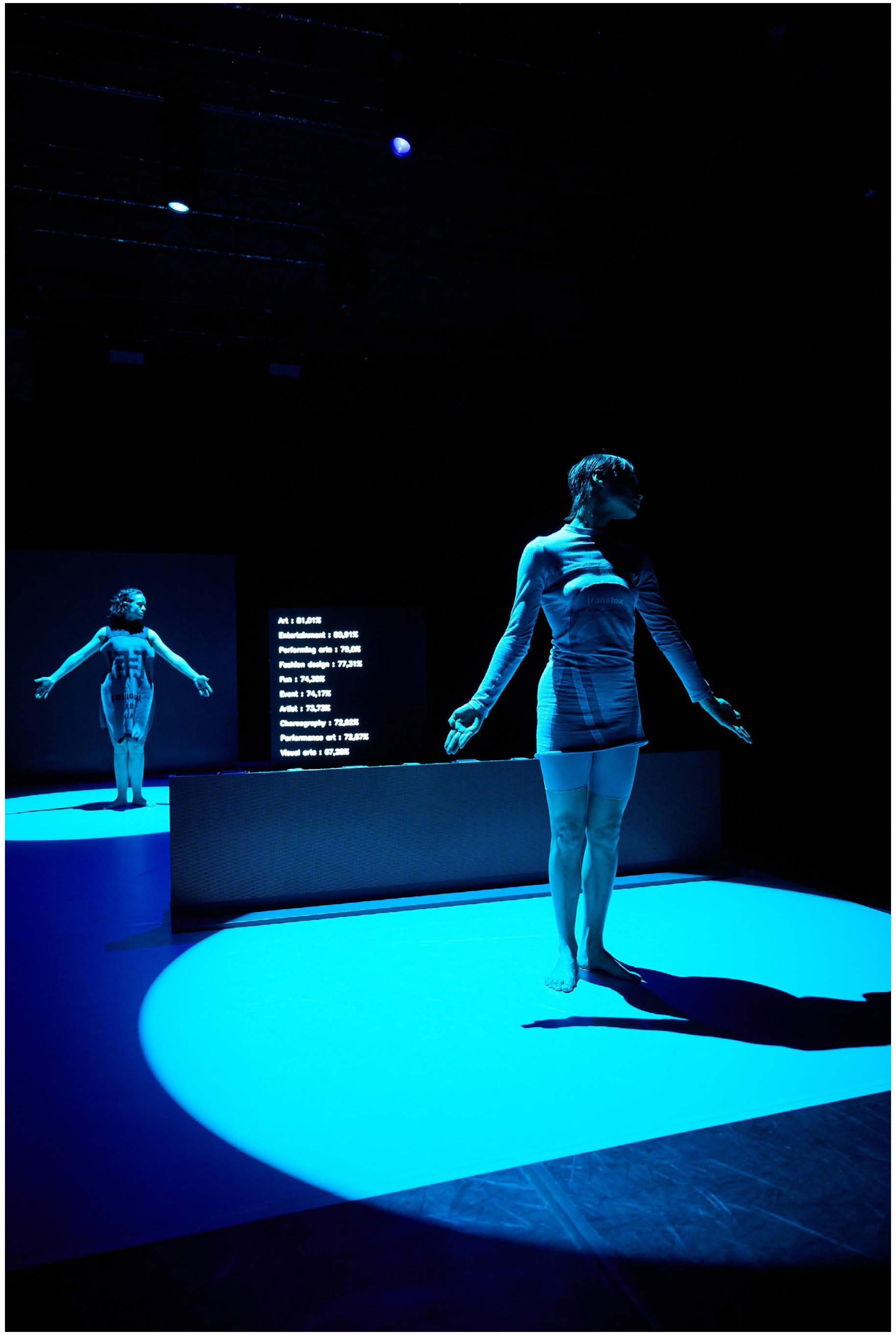
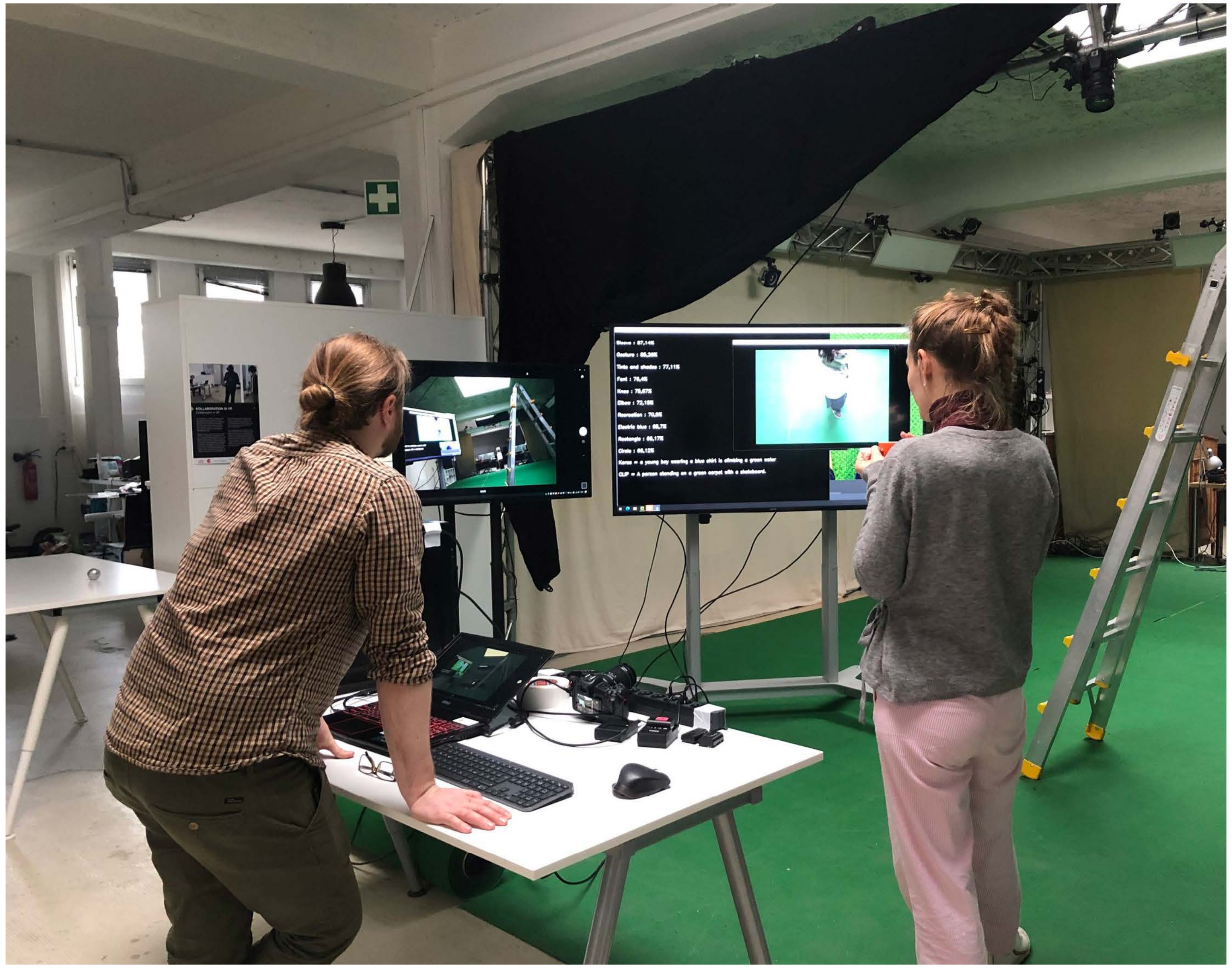
Magenta : 77,2%
Font : 76,94%
Rectangle : 75,03%
Display device : 72,17%
Event : 71,92%
Neon : 65,78%
Visual effect lighting : 65,41
Carmine : 65,1%
Electric blue : 65,02%

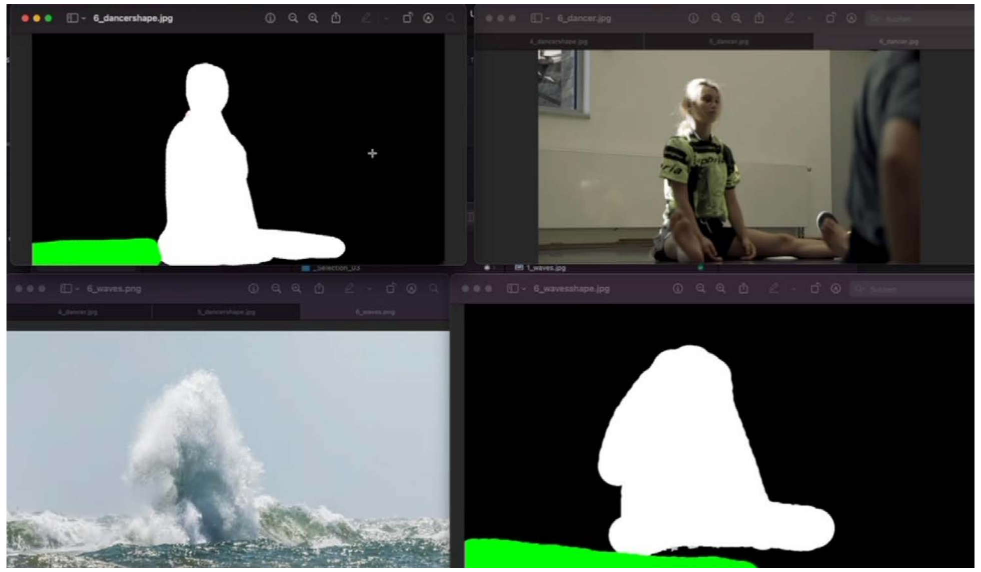


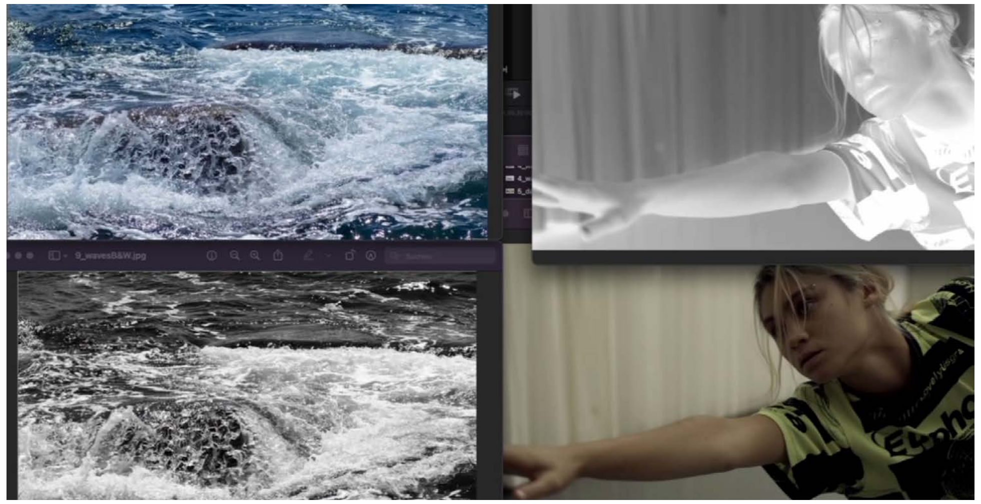
©Patrick Essex

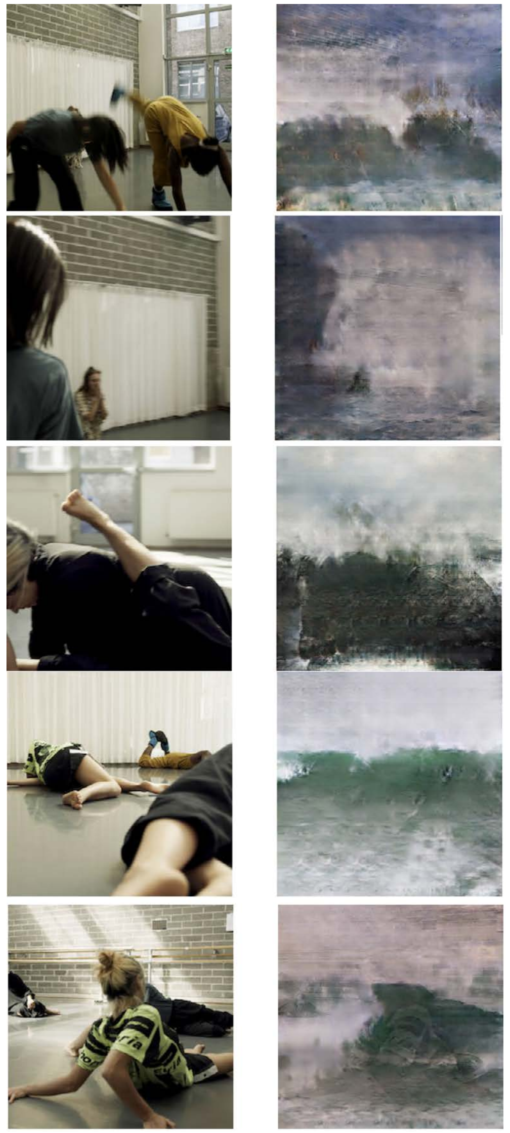
In this piece, dancers communicate and negociate with AI agents interpreting their movements in real time and generating descriptive text and images displayed on led screens.

With and for : Charlotte Triebus, Mirevi Lab, Vobe.digital





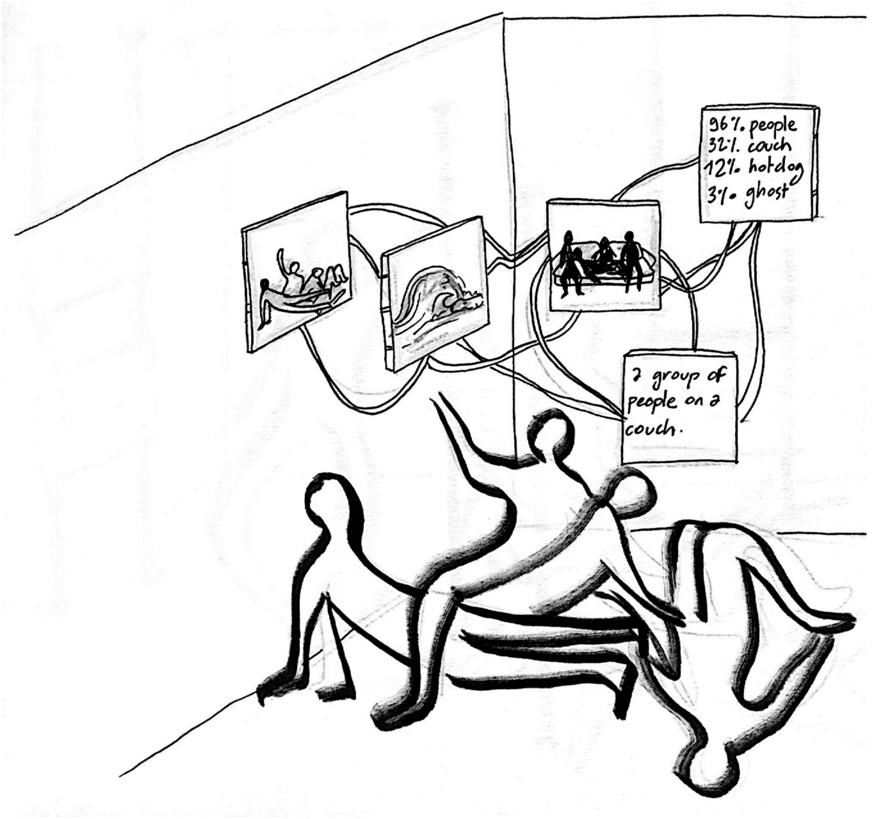


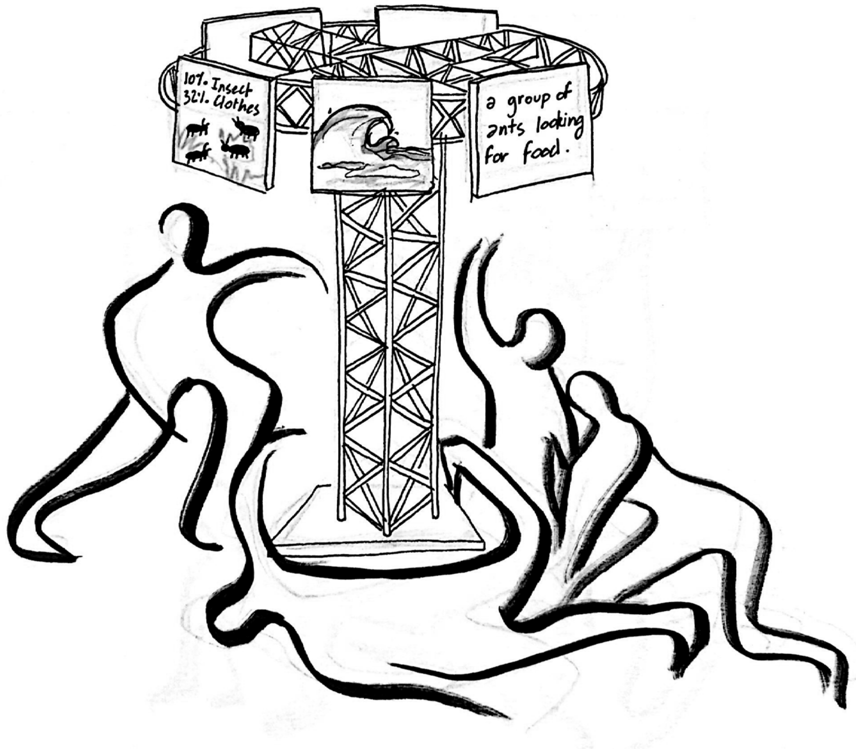


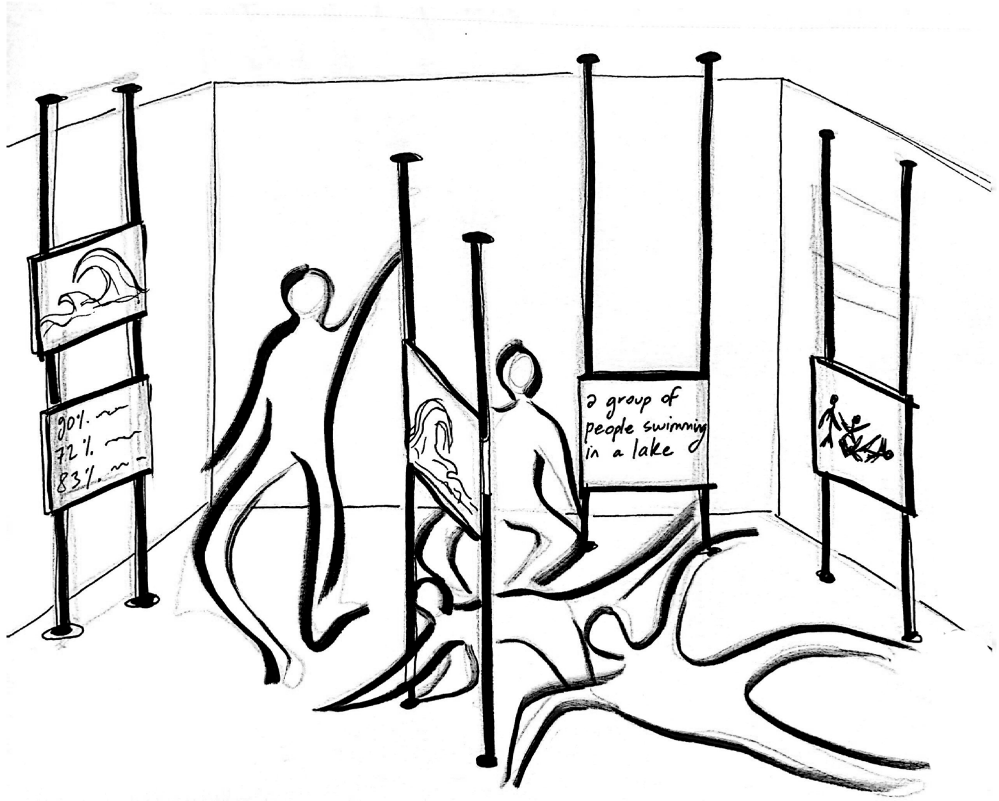
AI Research

Throughout the research phase and with the developpers team, we experimented with visual connections between bodies, movements and waves to create datasets. This image exploration allowed us to understand how the AI systems perceive and analyse inputs and discover techniques to train them.

With and for : Charlotte Triebus, Mirevi Lab, Vobe.digital

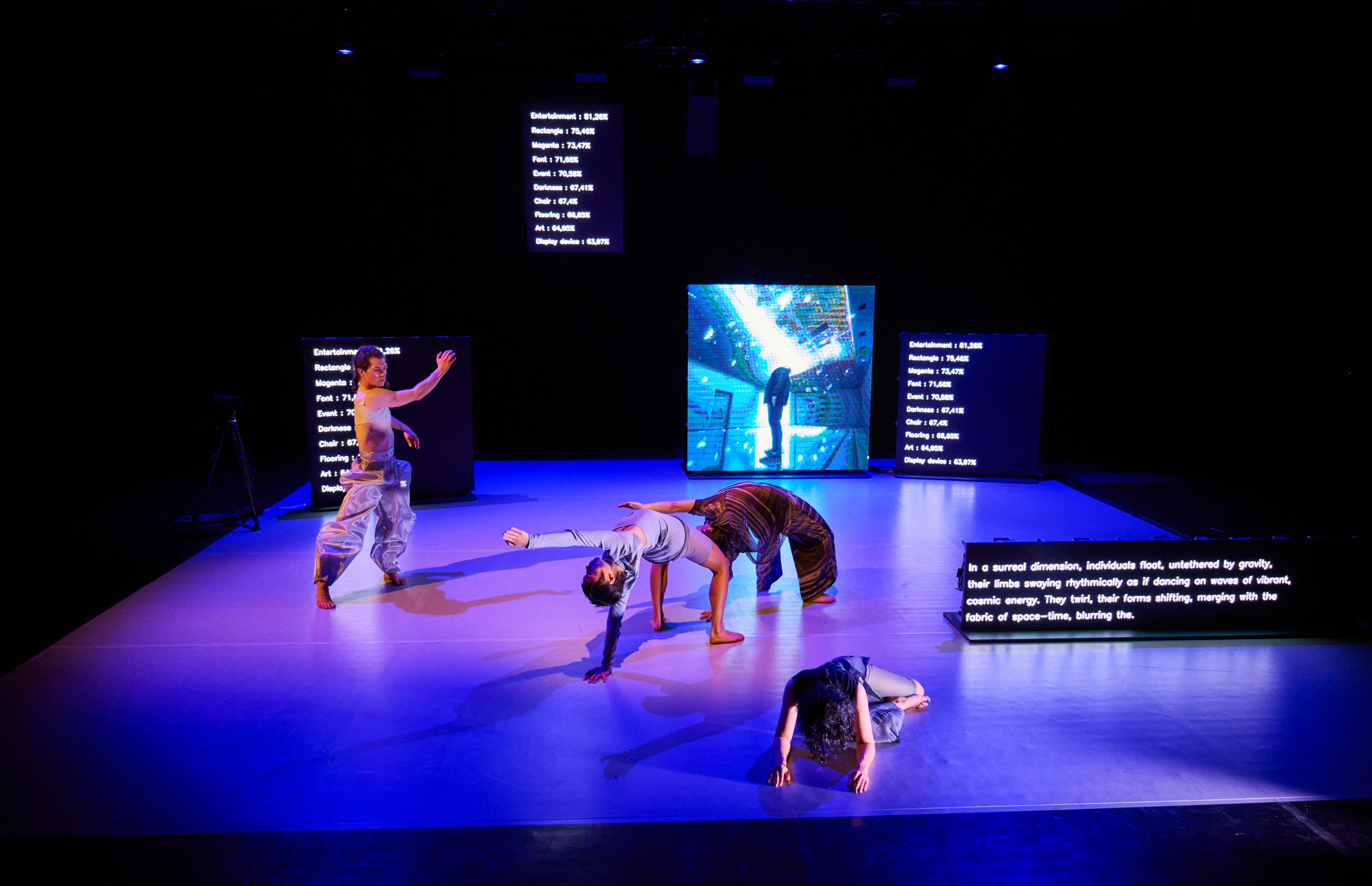

96% people
32% couch
12% hotdog
3% ghost
a group of people on a couch.


10% Insect
32% clothes
a group of ants looking for food.


90% ~
72% ~
83% ~
a group of people swimming in a lake

Scenographic Research

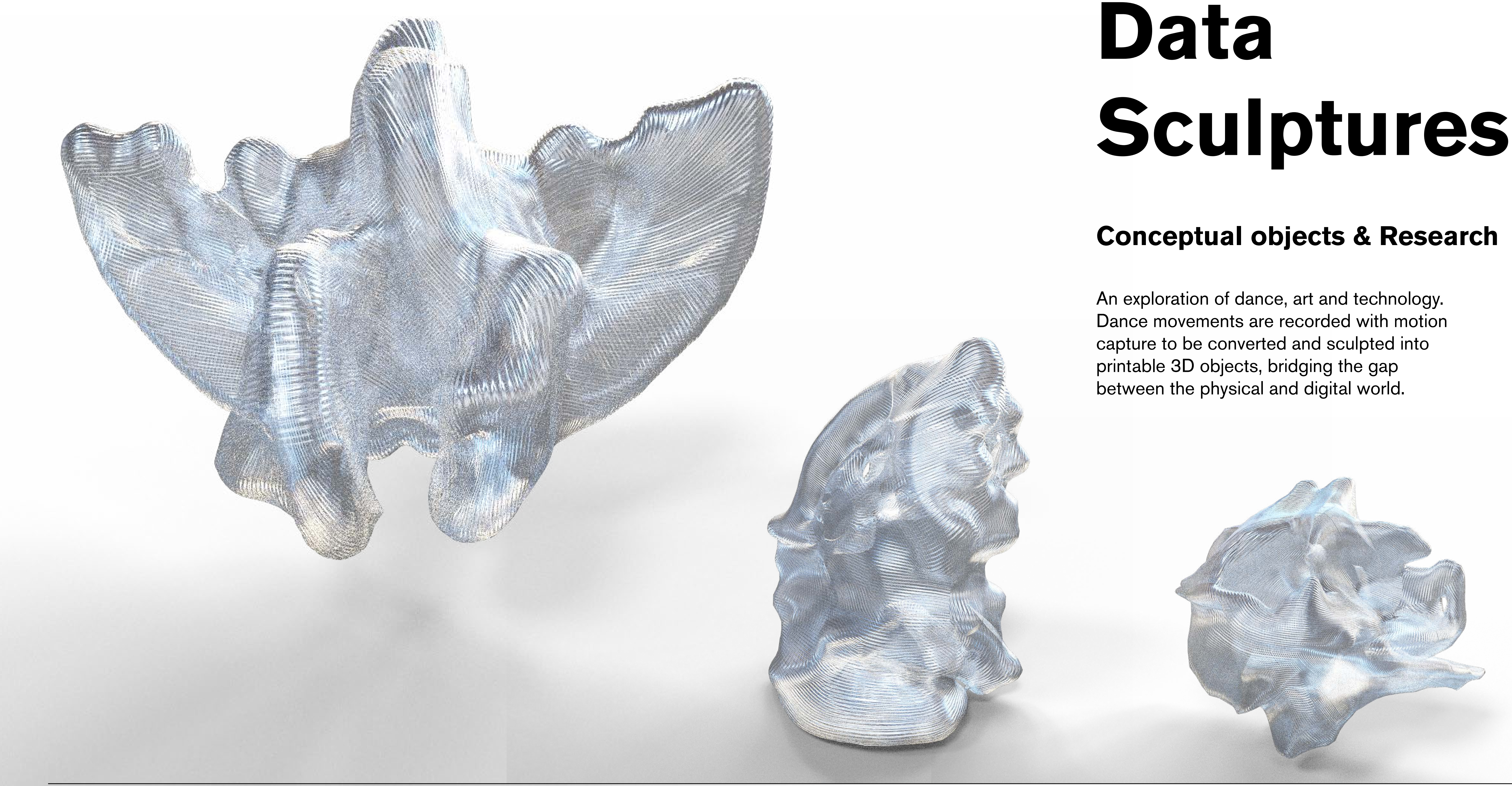
With and for : Charlotte Triebus, Mirevi Lab, Vobe.digital


Entertainment : 81,26%
Rectangle : 75,46%
Magenta : 73,47%
Font : 71,66%
Event : 70,58%
Darkness : 67,41%
Chair : 67,4%
Flooring : 66,65%
Art : 64,95%
Display device : 63,97%
In a surreal dimension, individuals float, untethered by gravity, their limbs swaying rhythmically as if dancing on waves of vibrant, cosmic energy. They twirl, their forms shifting, merging with the fabric of space-time, blurring the.

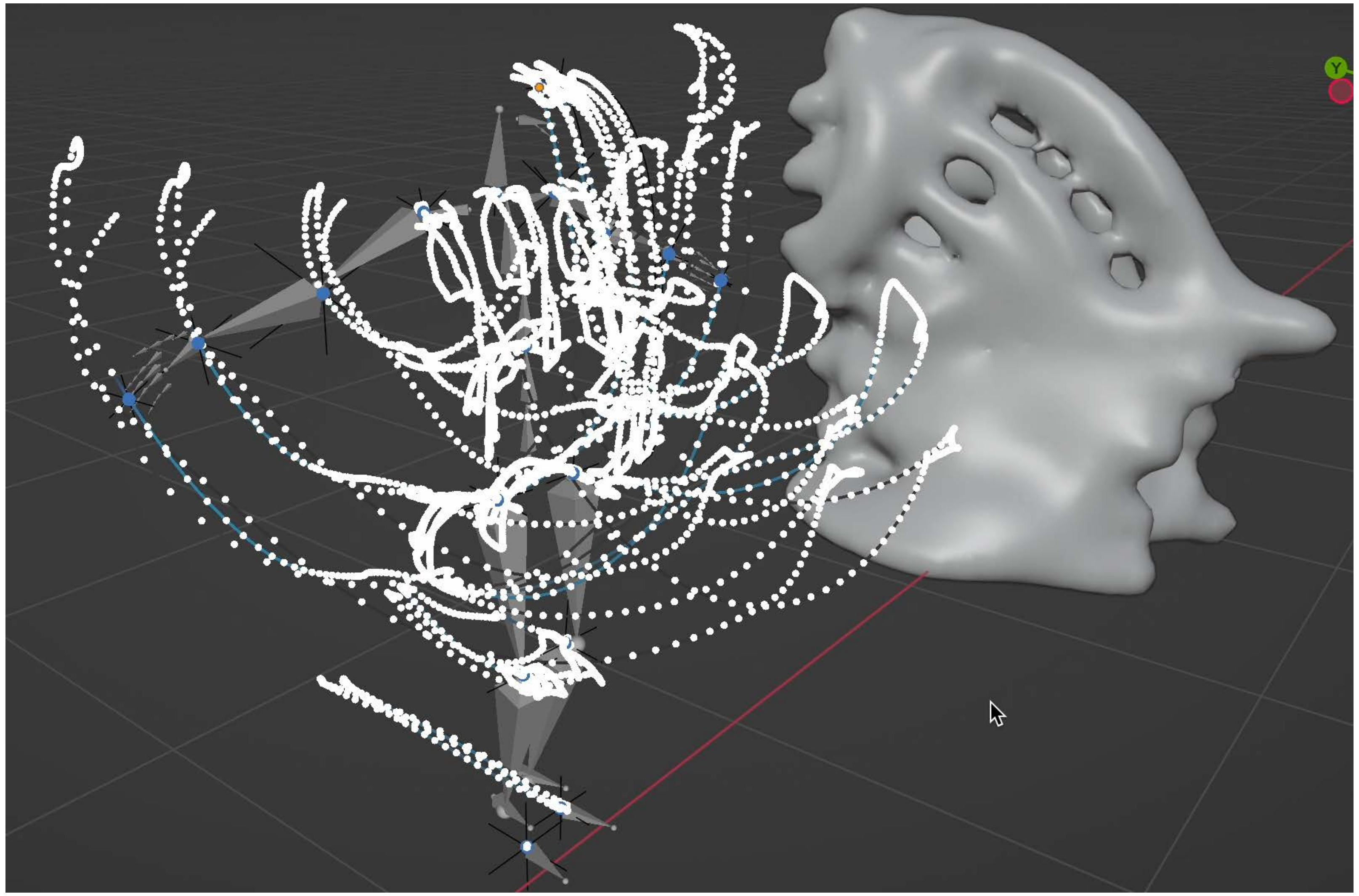
Data Sculptures

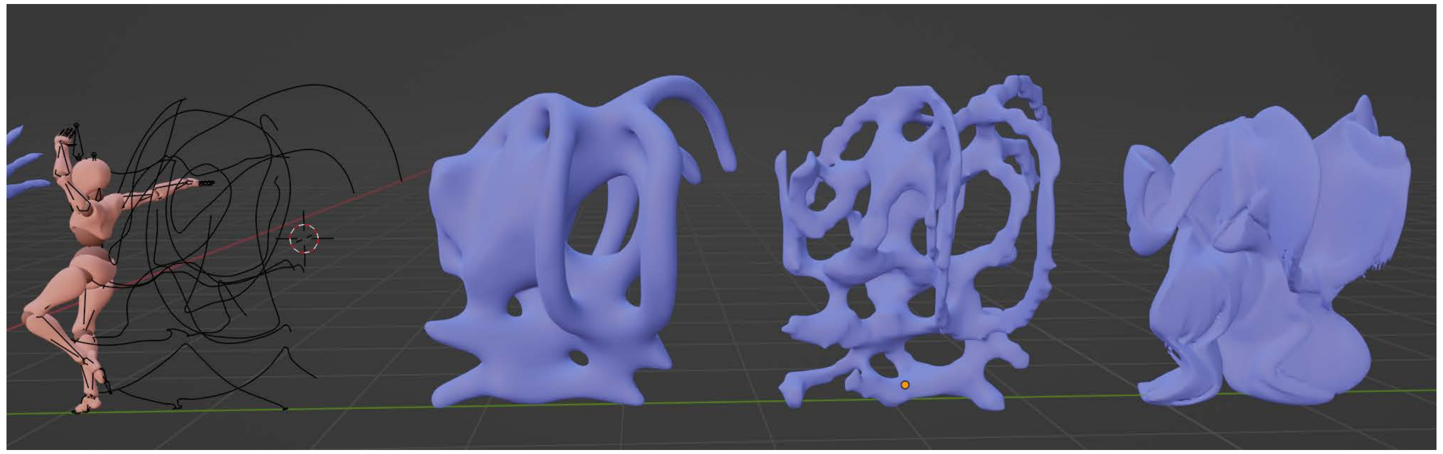
Conceptual objects & Research

An exploration of dance, art and technology. Dance movements are recorded with motion capture to be converted and sculpted into printable 3D objects, bridging the gap between the physical and digital world.



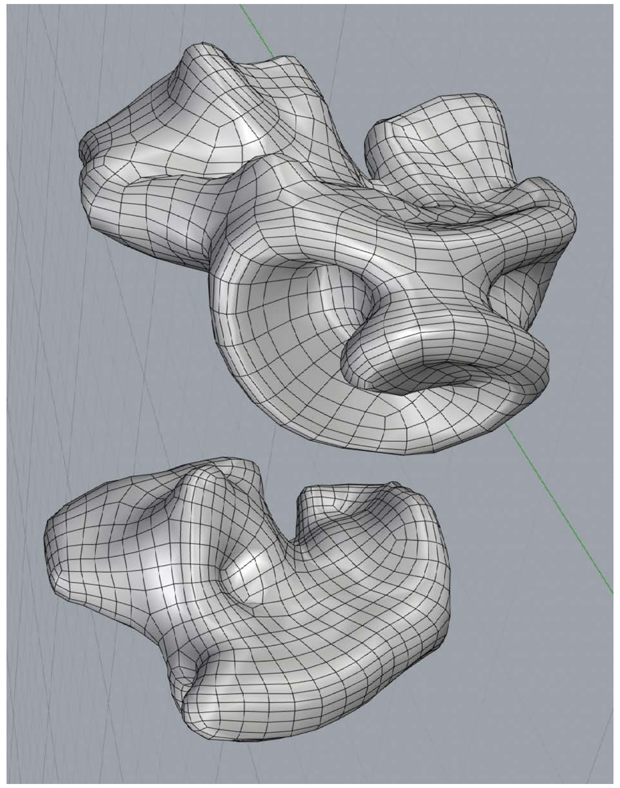
With and for : Charlotte Triebus

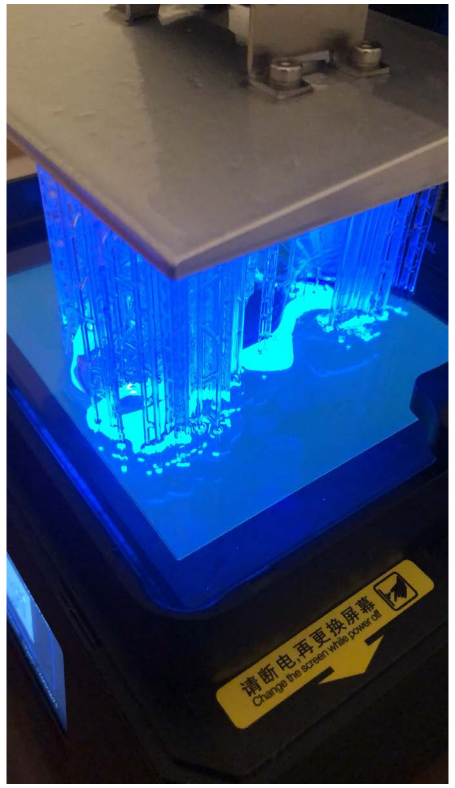


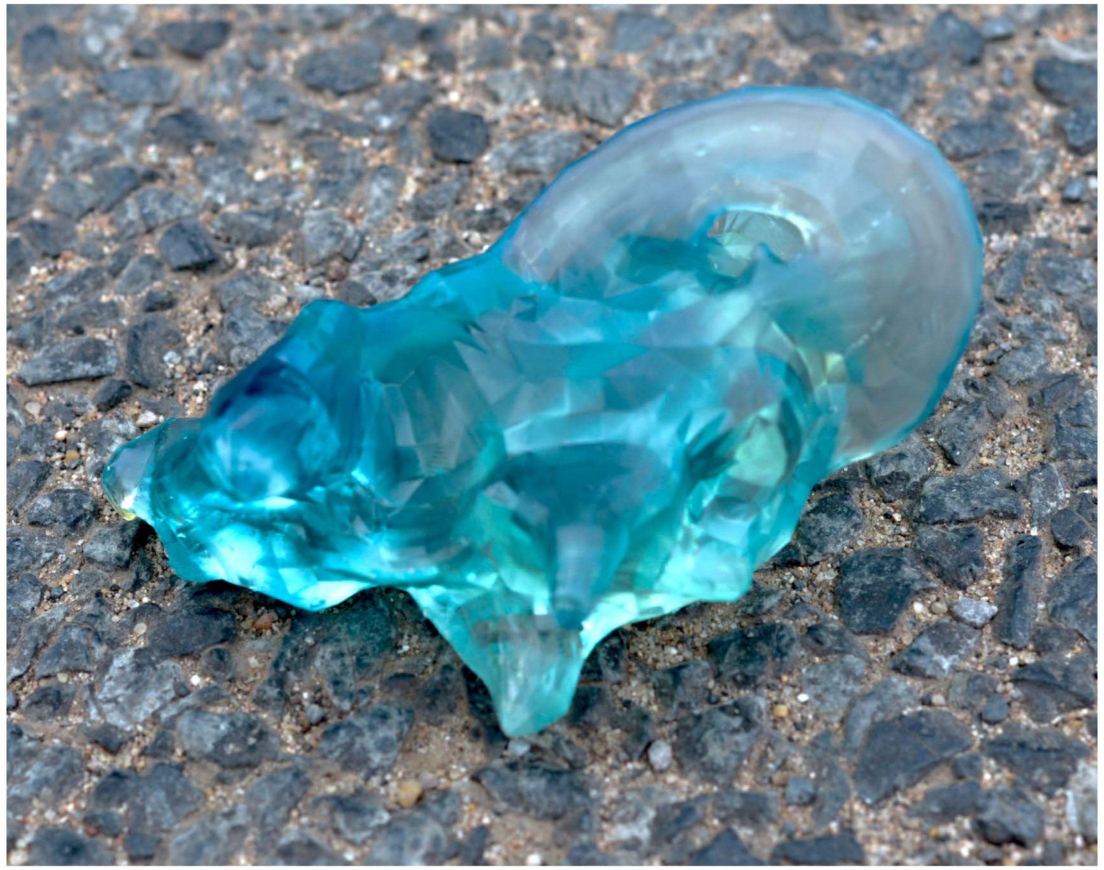


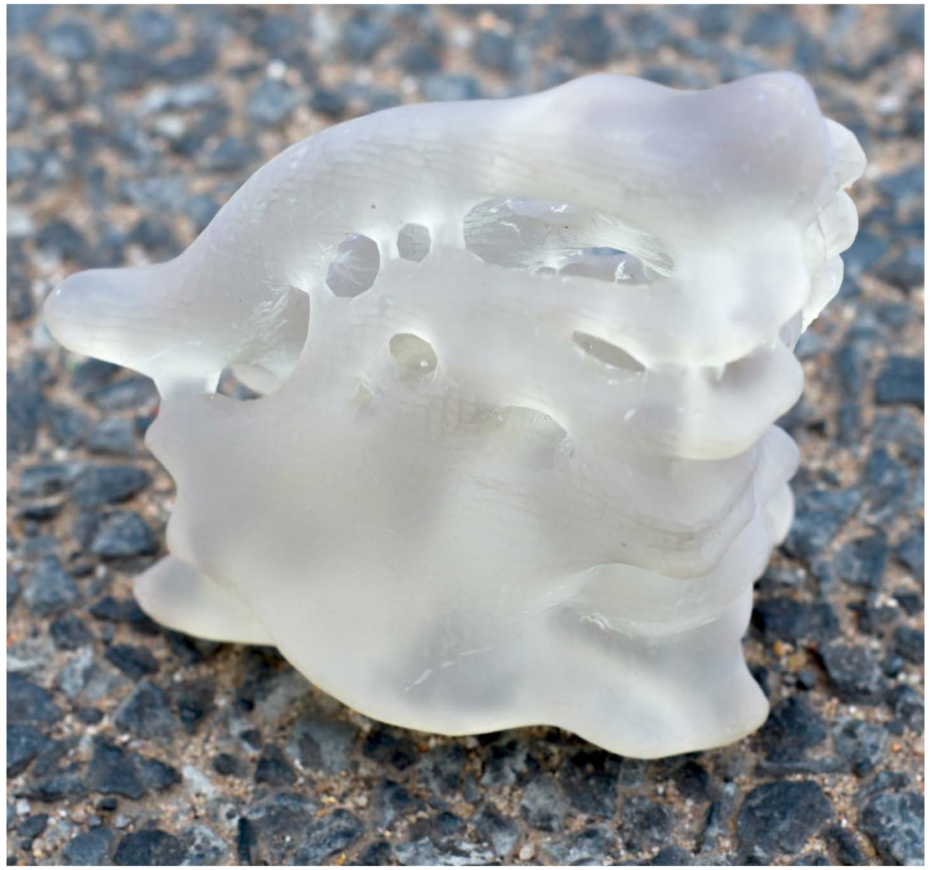
Digital process

The dance movements are recorded through motion captured technology. The data is then digitally processed in Blender; each movement is decomposed into several paths, which are marked in the space to be converted in a 3D mesh.




请断电,再更换屏幕
Change the screen while power off

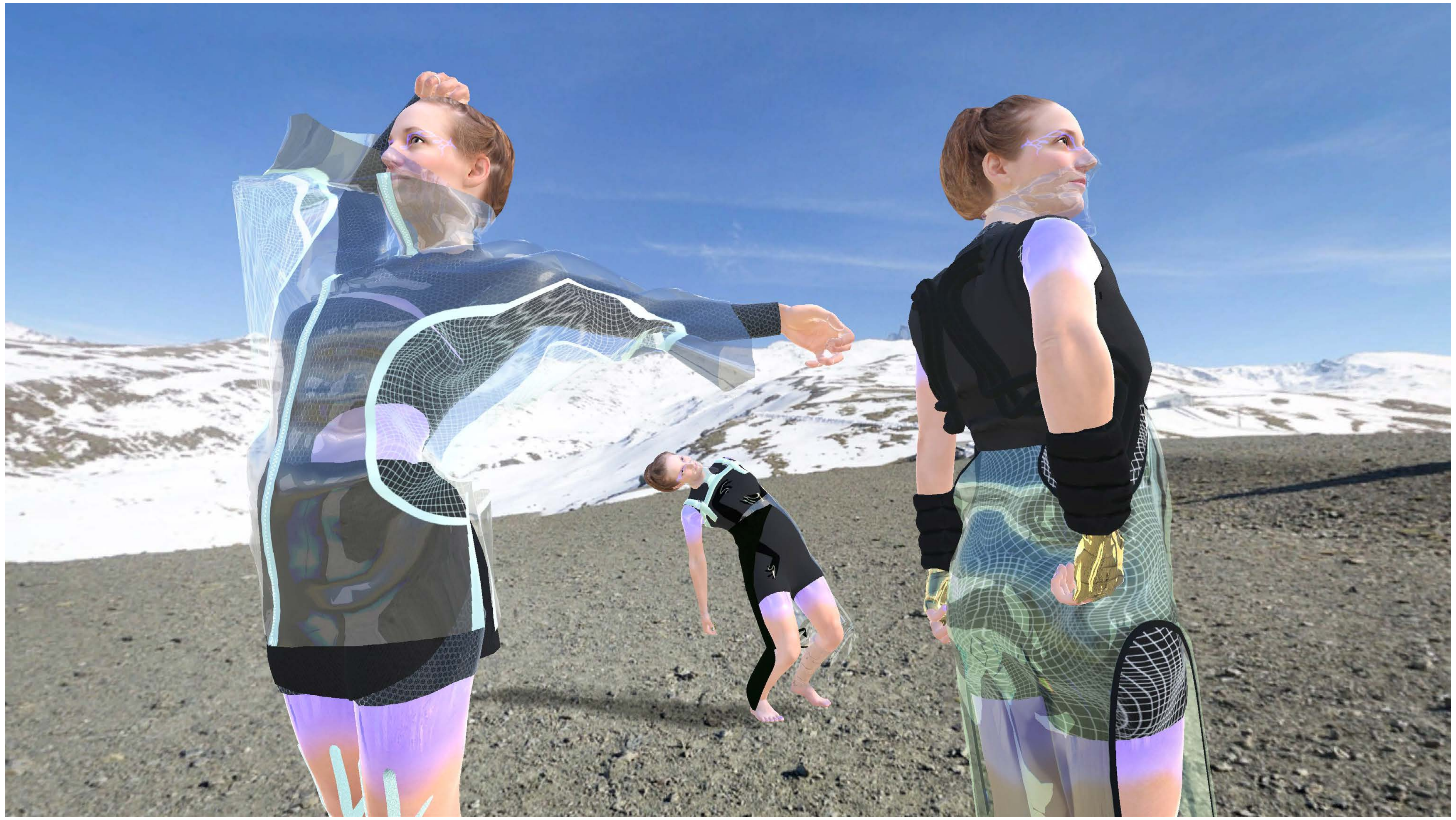




3D Printing

The processed movements are then materialised with resin 3D printing to experiment with levels of transparency and finish.

P 45



Kin _proxy

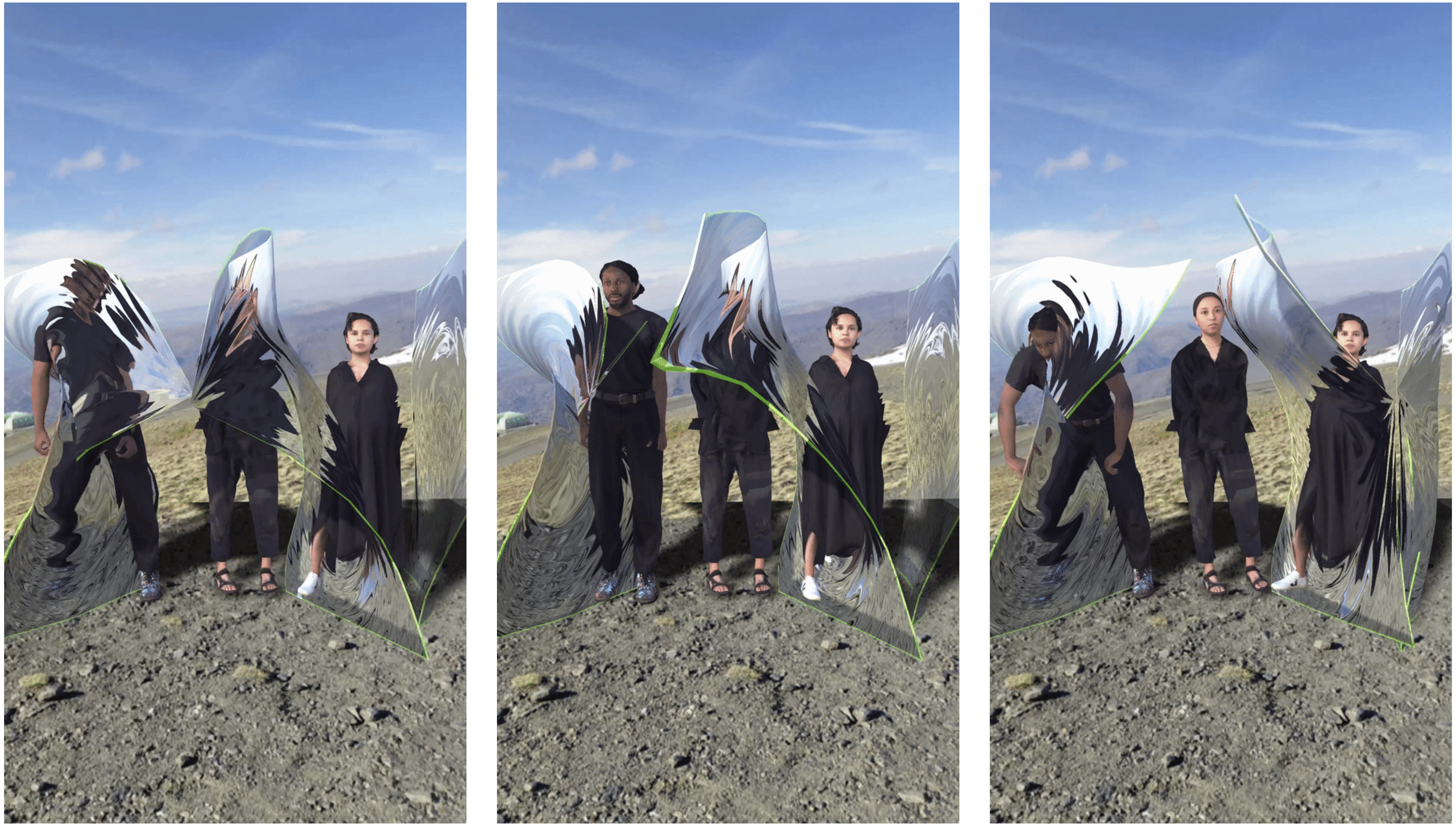
Digital scenography, Costumes & Visual Identity

An interactive dance performance in augmented reality by Charlotte Triebus, exploring human corporeality with digital technology.

With and for : Charlotte Triebus, Mirevi Lab

Project link : https://www.kin.dance/

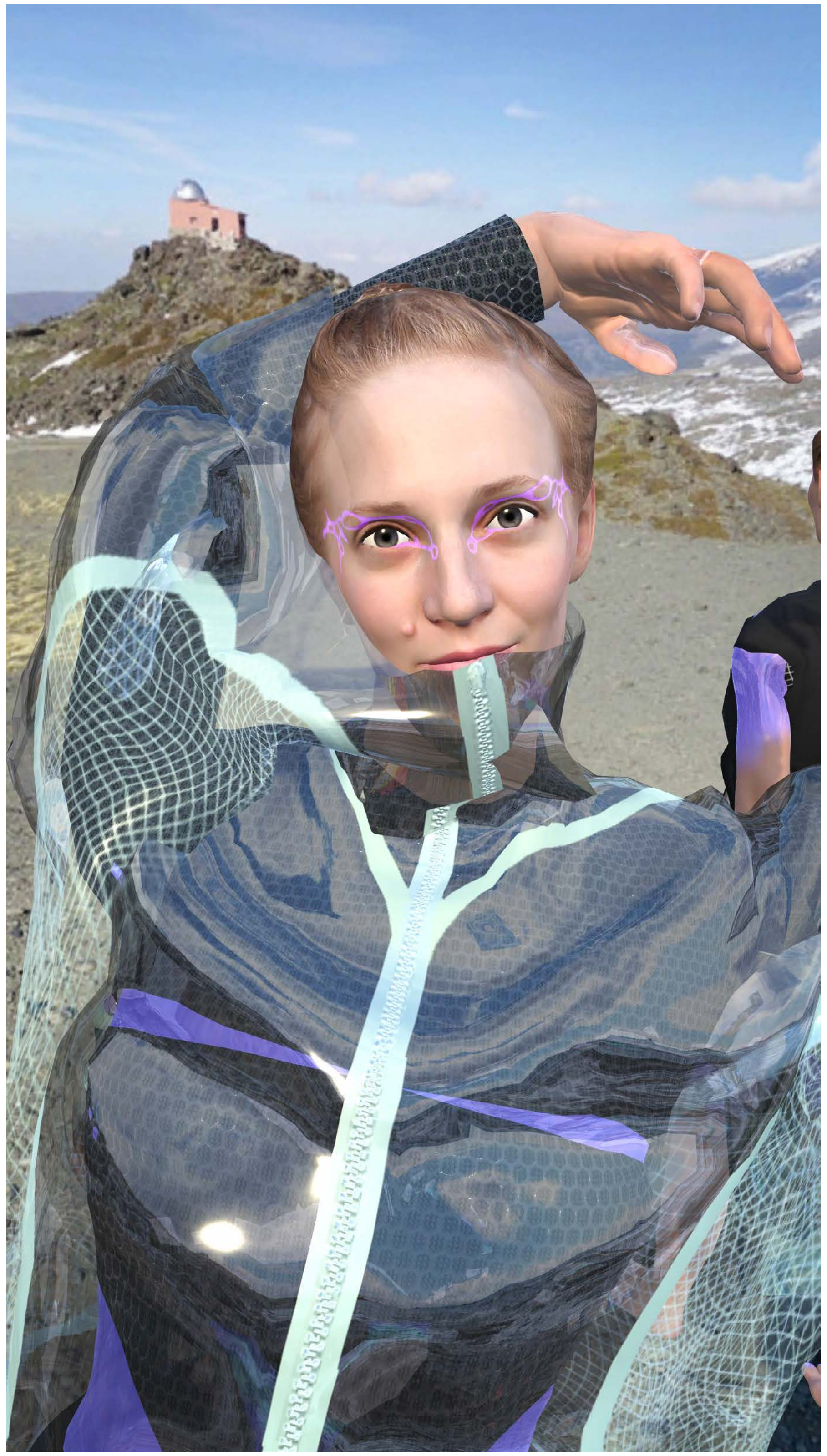
2023 - 2024

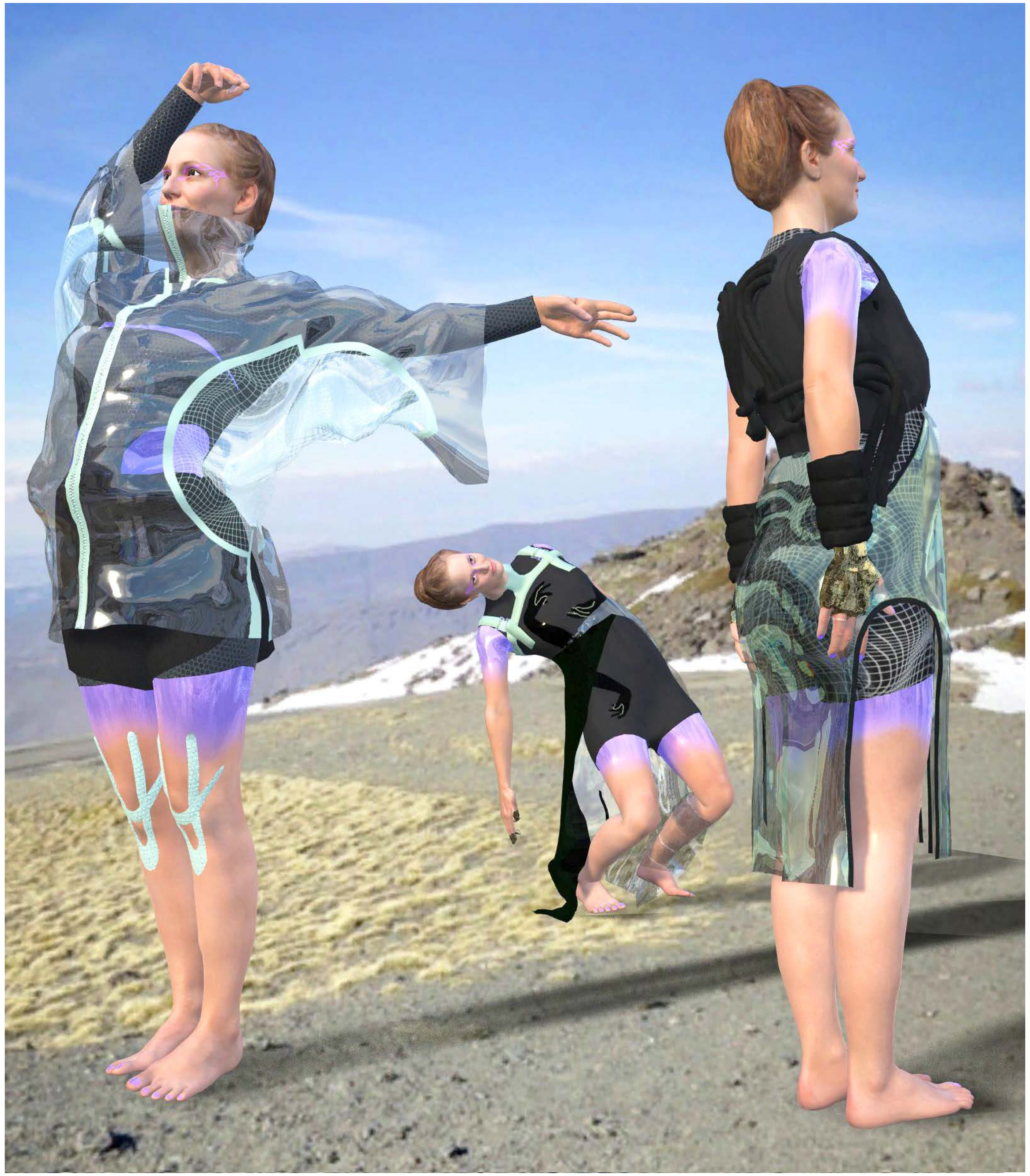


Digital scenography

The demand for the scenography was to suggest the idea of several realities, and transitions from different worlds. Collaborating closely with the choreographer and artistic director, I experimented with various shader effects and forms in Blender and Unity. This process led to the creation of interactive membrane elements that evoke skin and corporeality while also serving as portals that distort our perception of the avatars.

With and for : Charlotte Triebus, Mirevi Lab

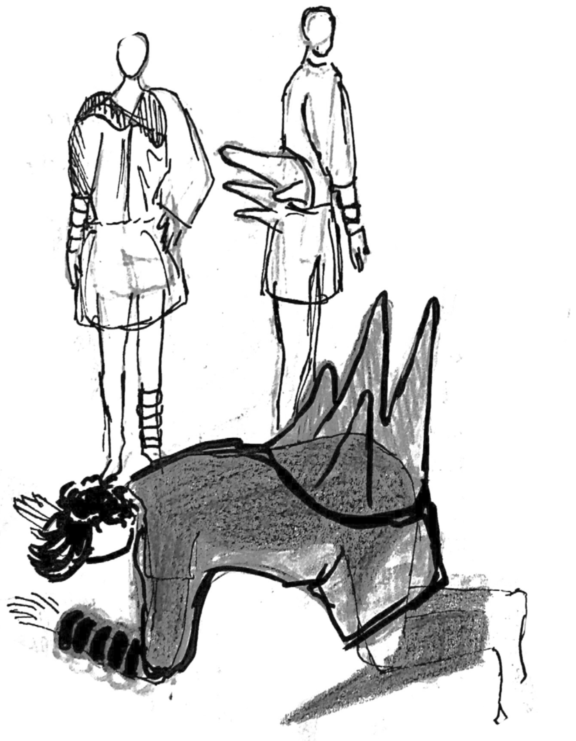


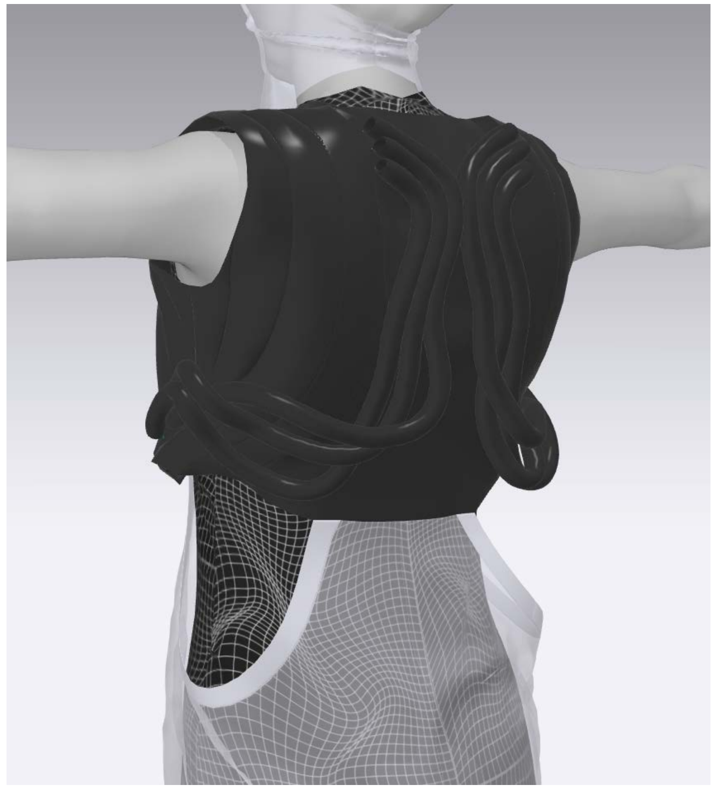


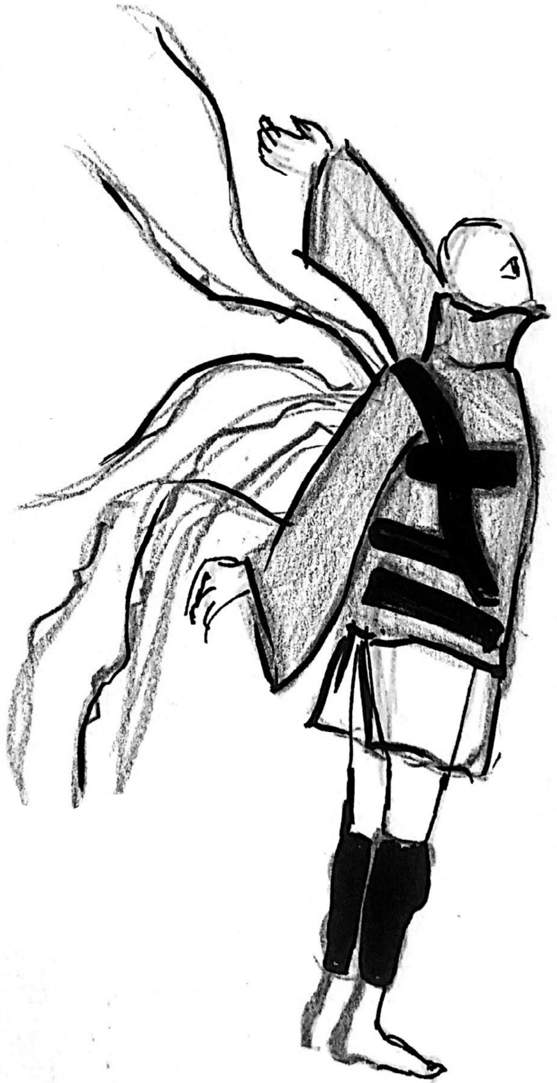
Digital costumes

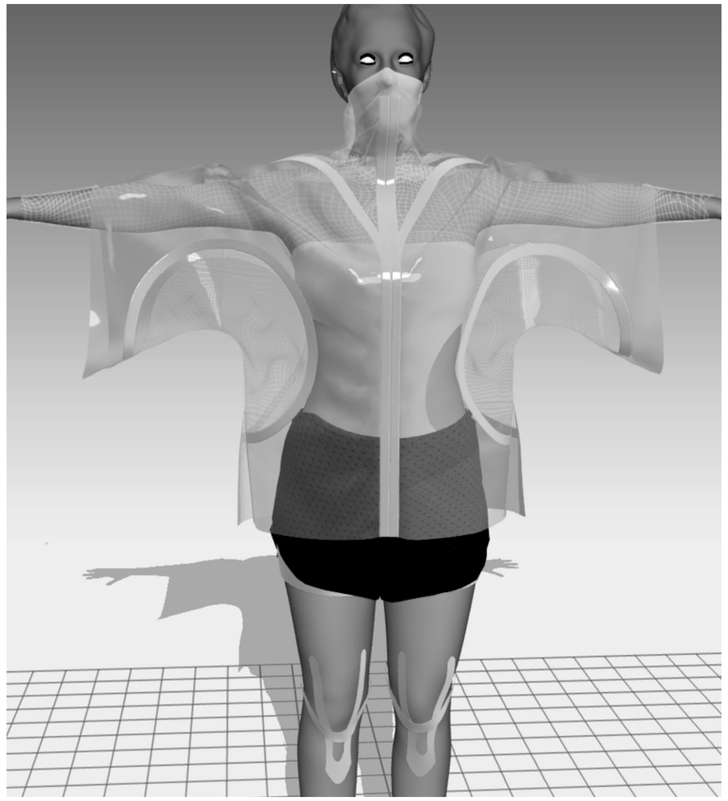
The costumes are designed to complement each dancer's solo, emphasizing the movements of different body parts throughout the performance. The transparency of the material suggests a digital skin, highlighting the artficial nature of the avatars.

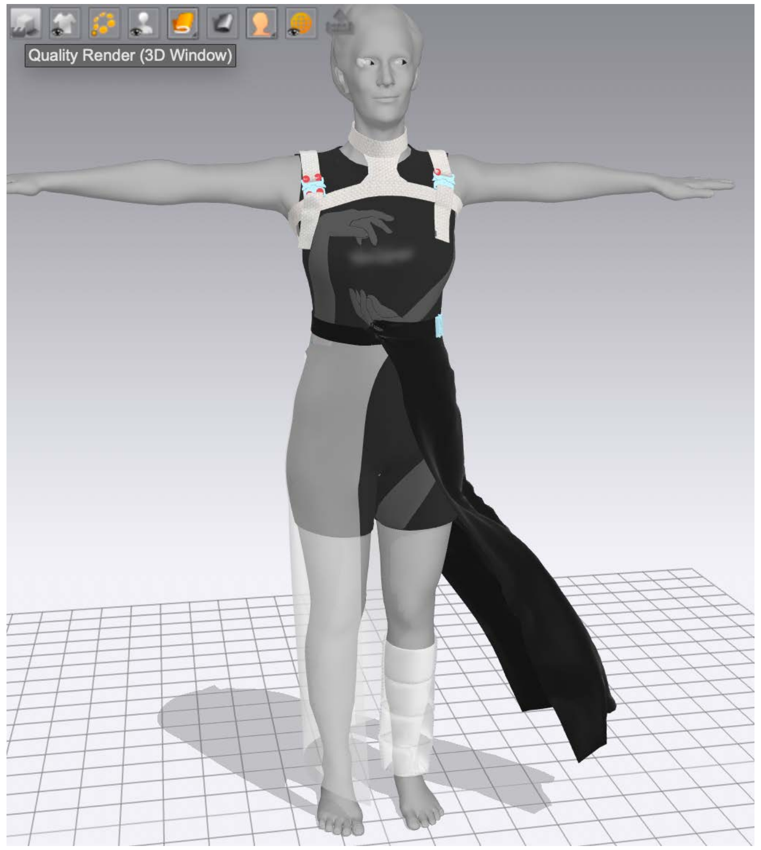
With and for : Charlotte Triebus, Mirevi Lab



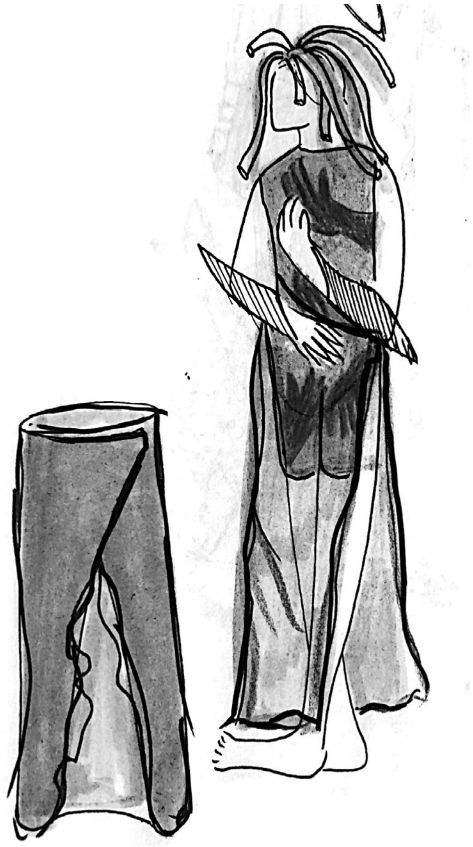


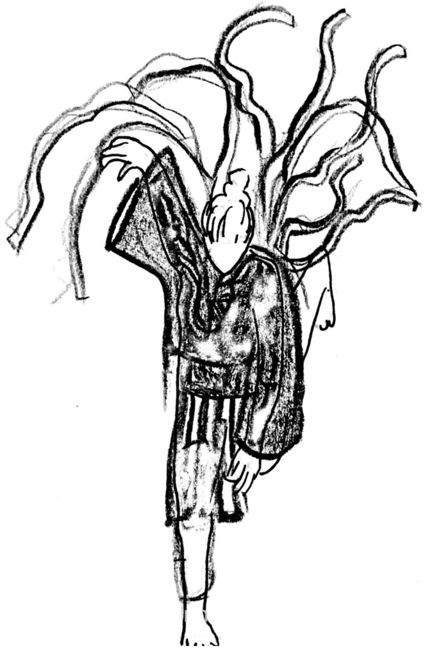




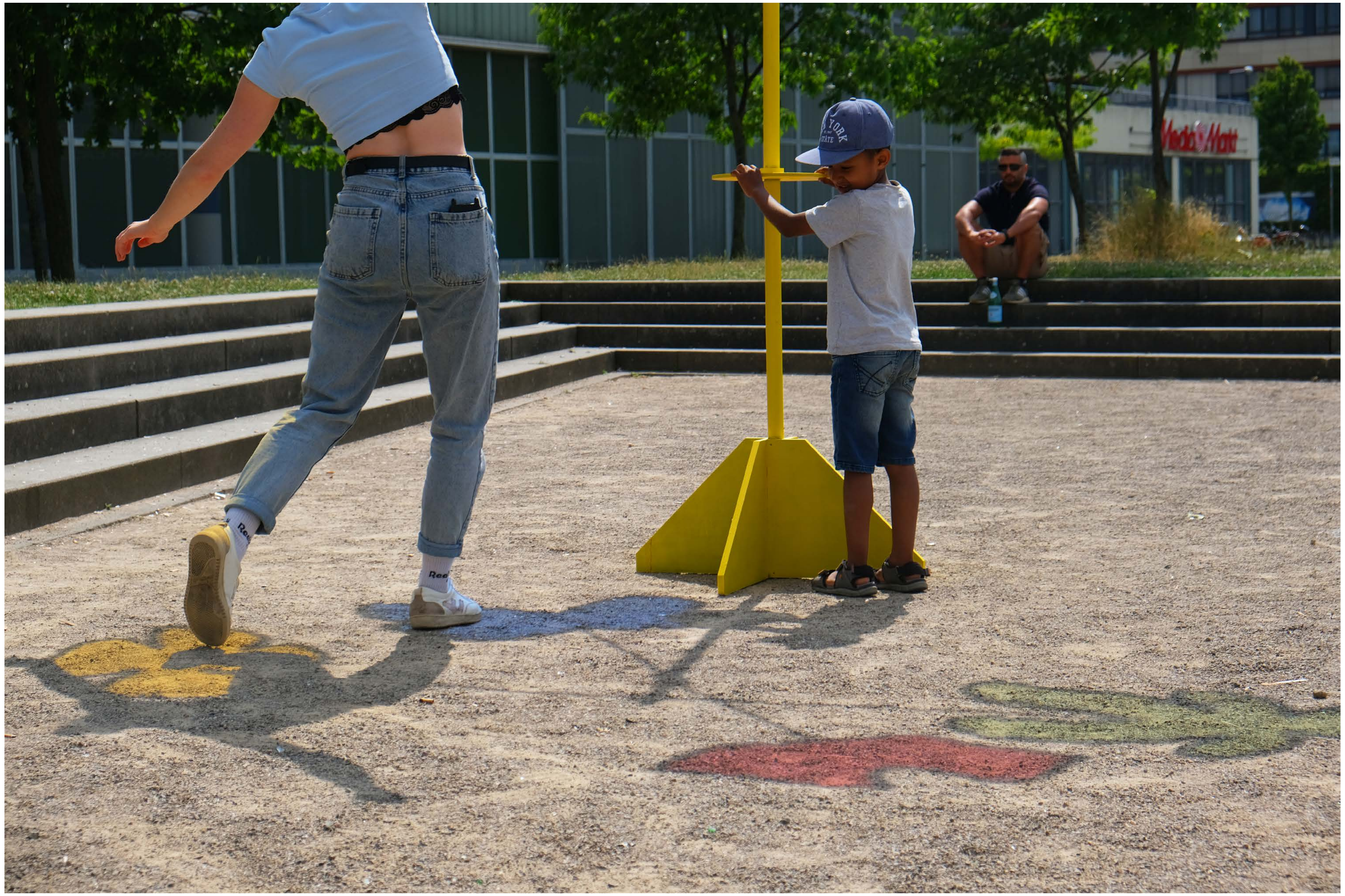


Quality Render (3D Window)





With and for : Charlotte Triebus, Mirevi Lab



Shadow Playscapes

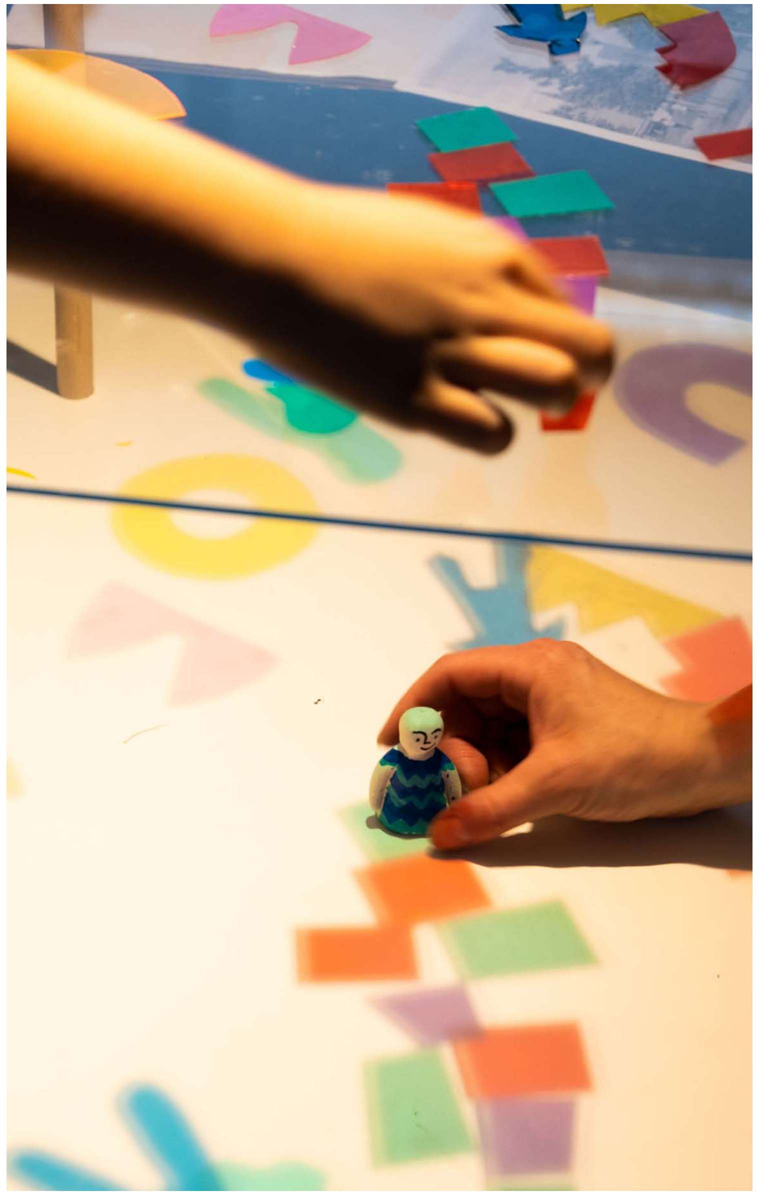
Urban Installation

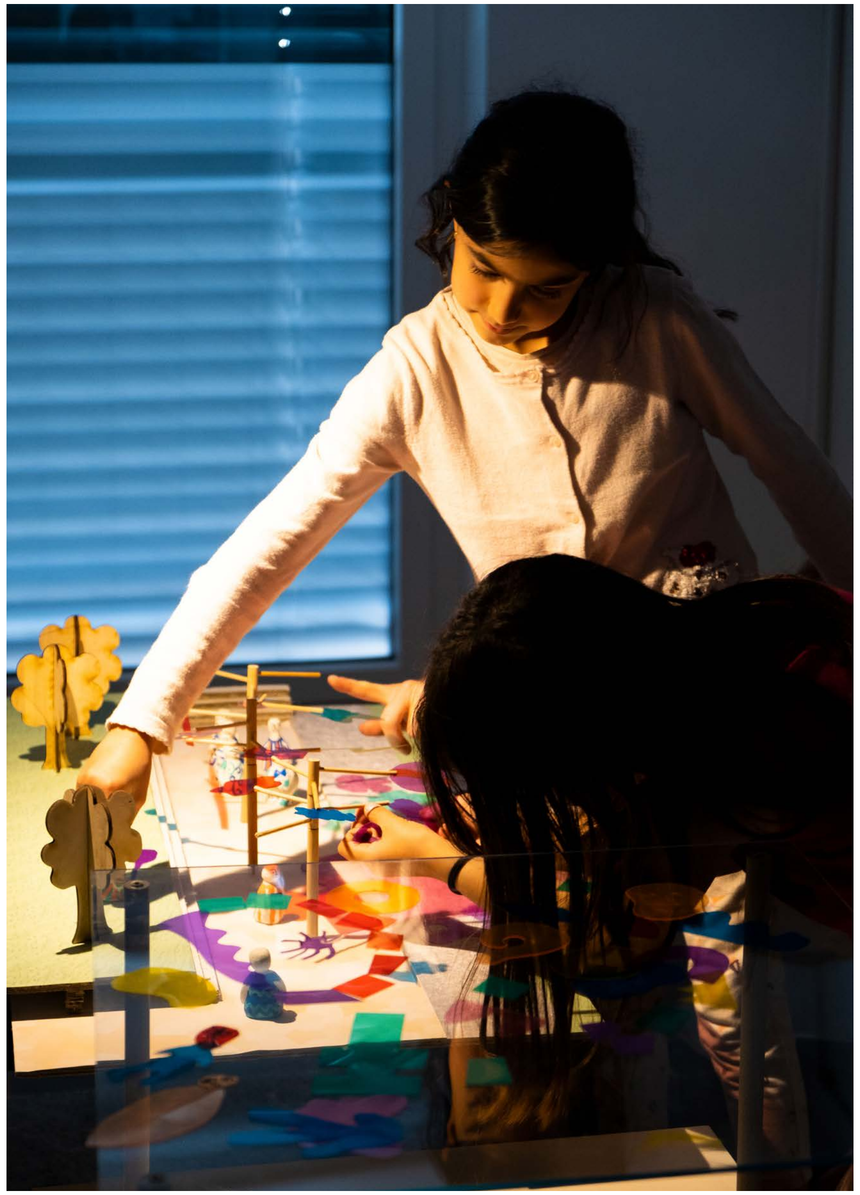
An interactive installation in a shadeless, overlooked urban area designed for children to play with colors and shadows.

Partners : Youth Center Pavillon Kalk

Team : Oona O’Brien, Joanna Blusch, Hellen Müller, Lili Neuhauser

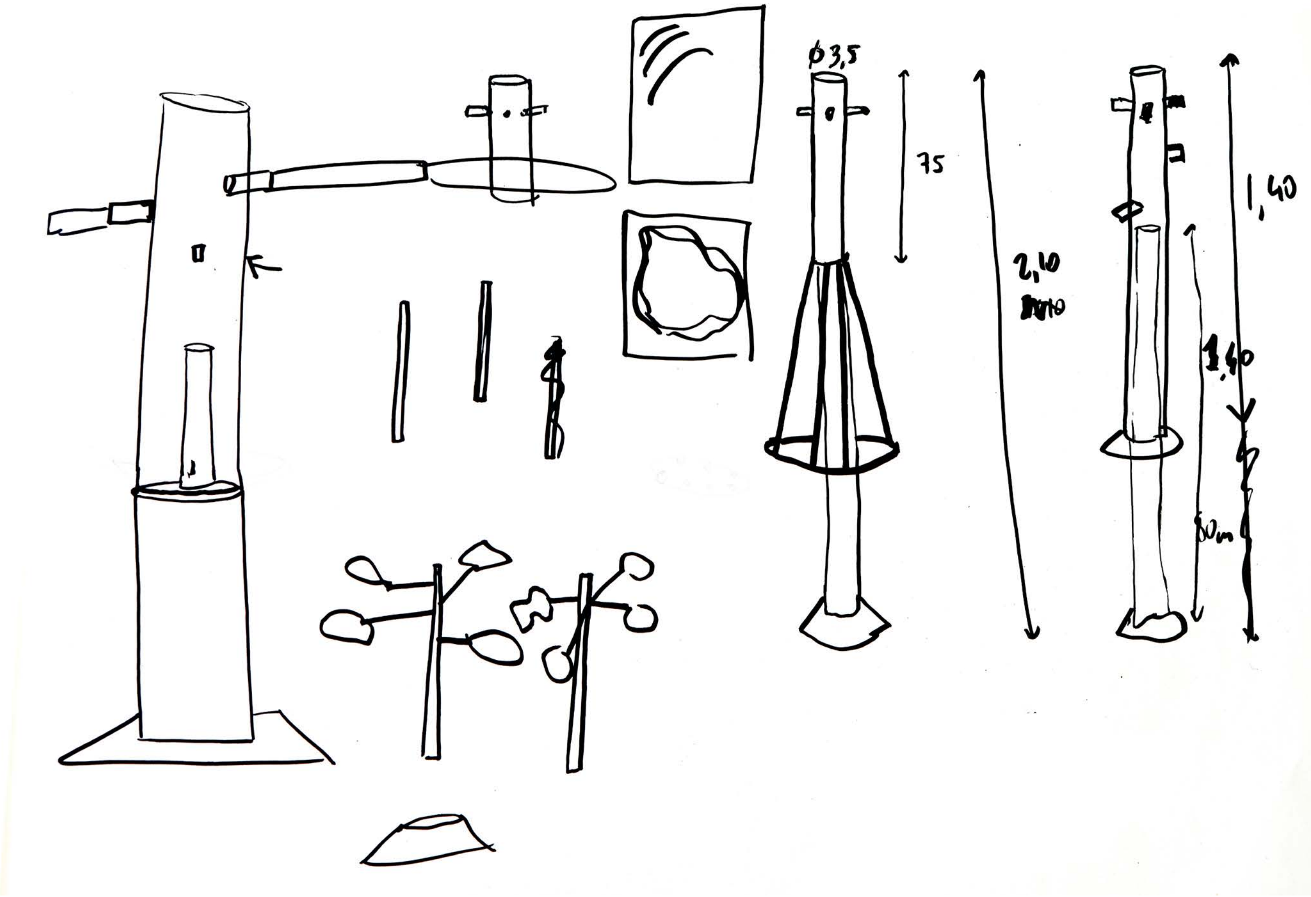
2022

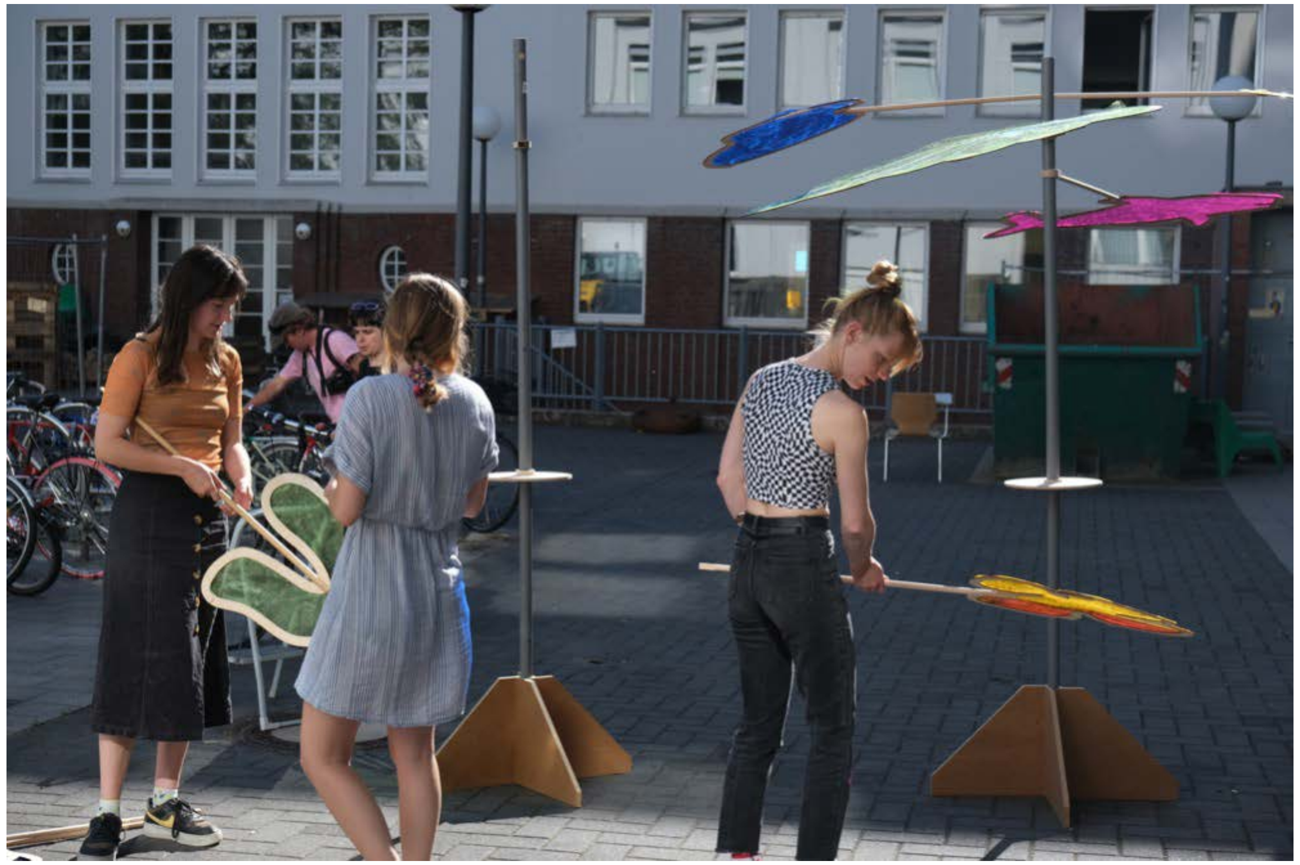




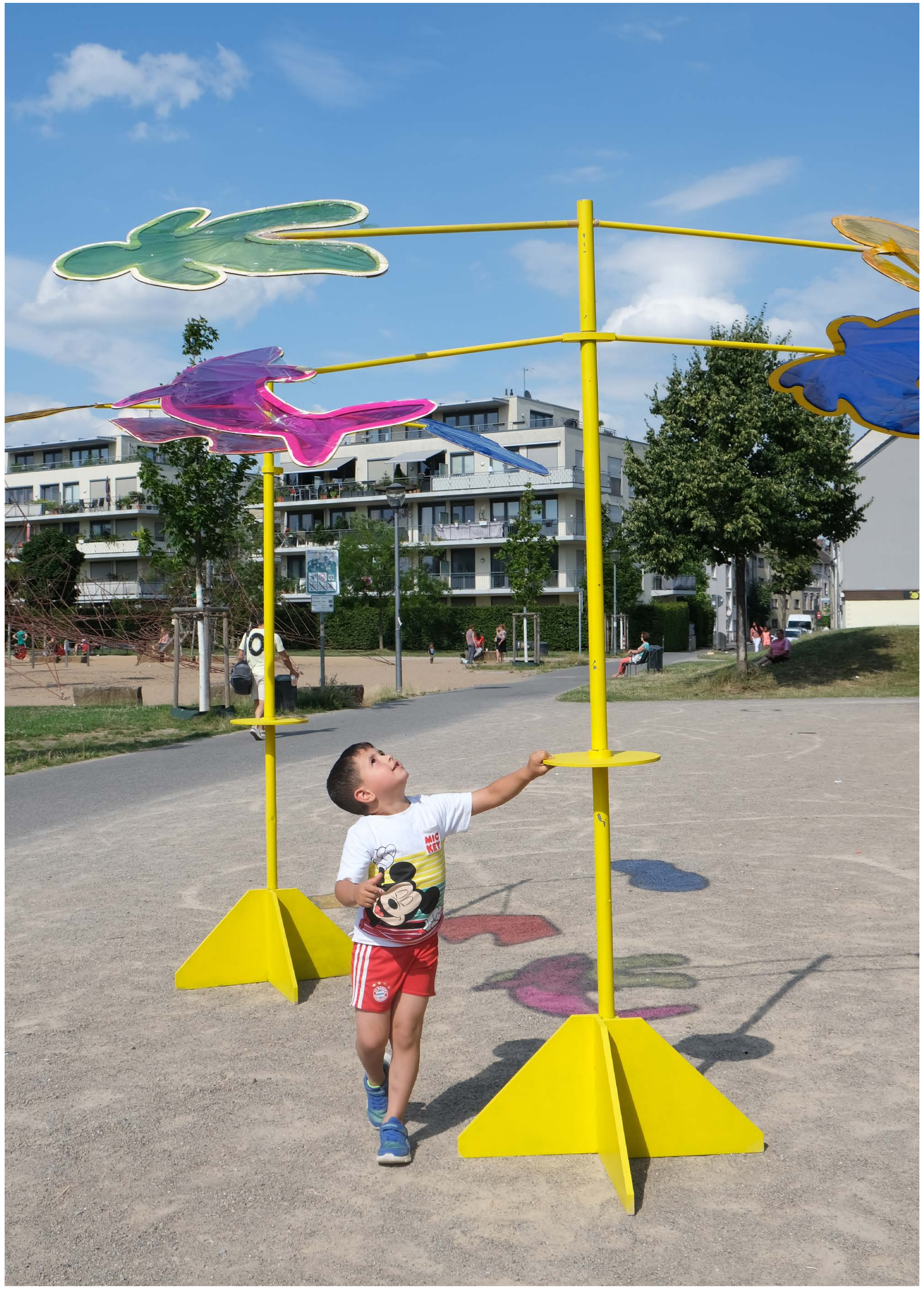
Collaborative Process

To involve children in the early stages of our design process, we organized a light and shadow workshop in collaboration with the local youth center. Using a model of the site and transparent colored film, we experimented and played with shadow shapes and compositions, which later helped define our installation.

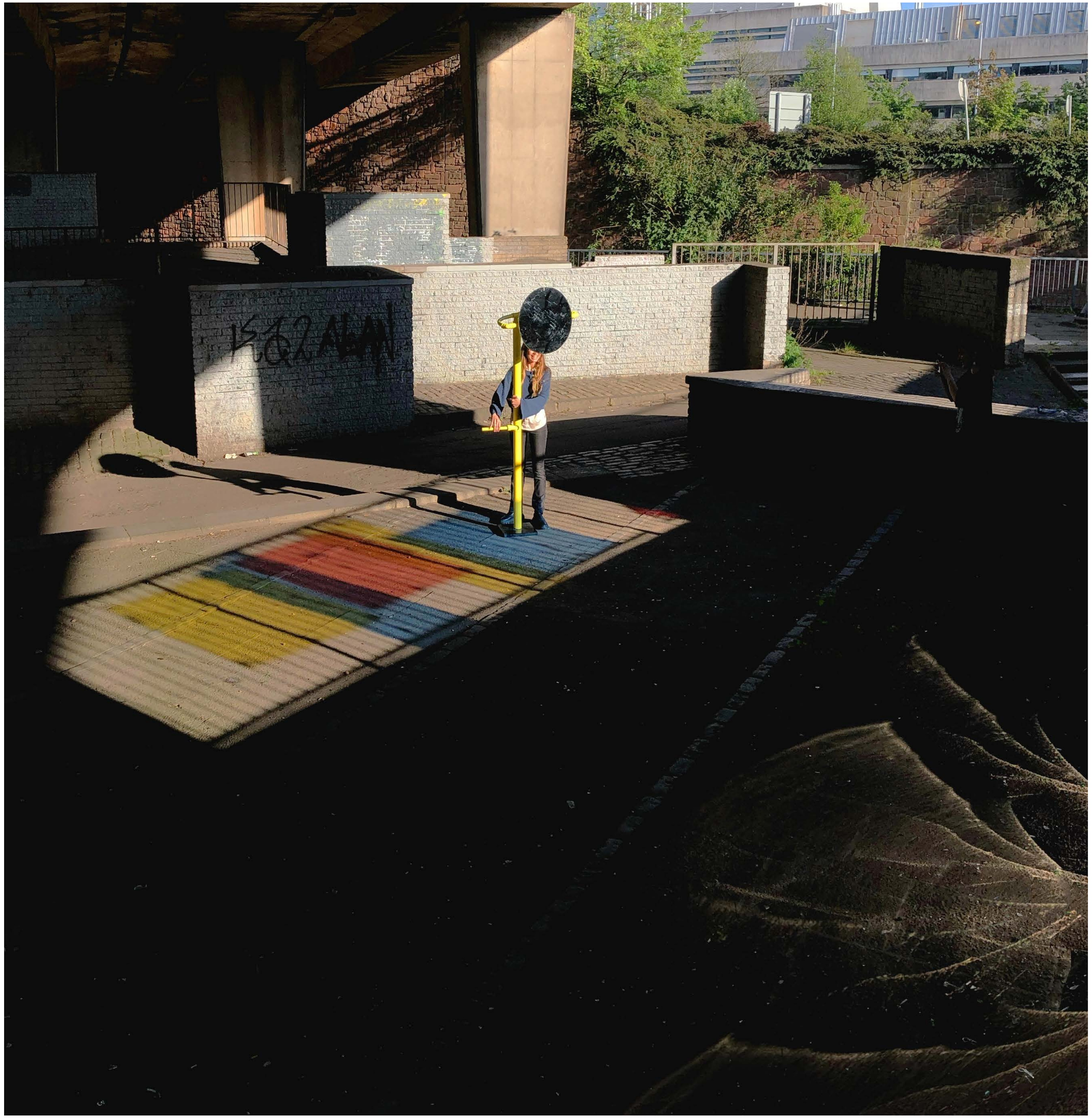

ϕ3,5
75
2,10
1,40
1,40
50m



Partners : Youth Center Pavillon Kalk   Team : Oona O'Brien, Joanna Blusch, Hellen Müller, Lili Neuhauser   2022



Partners : Youth Center Pavillon Kalk Team : Oona O’Brien, Joanna Blusch, Hellen Müller, Lili Neuhauser 2022



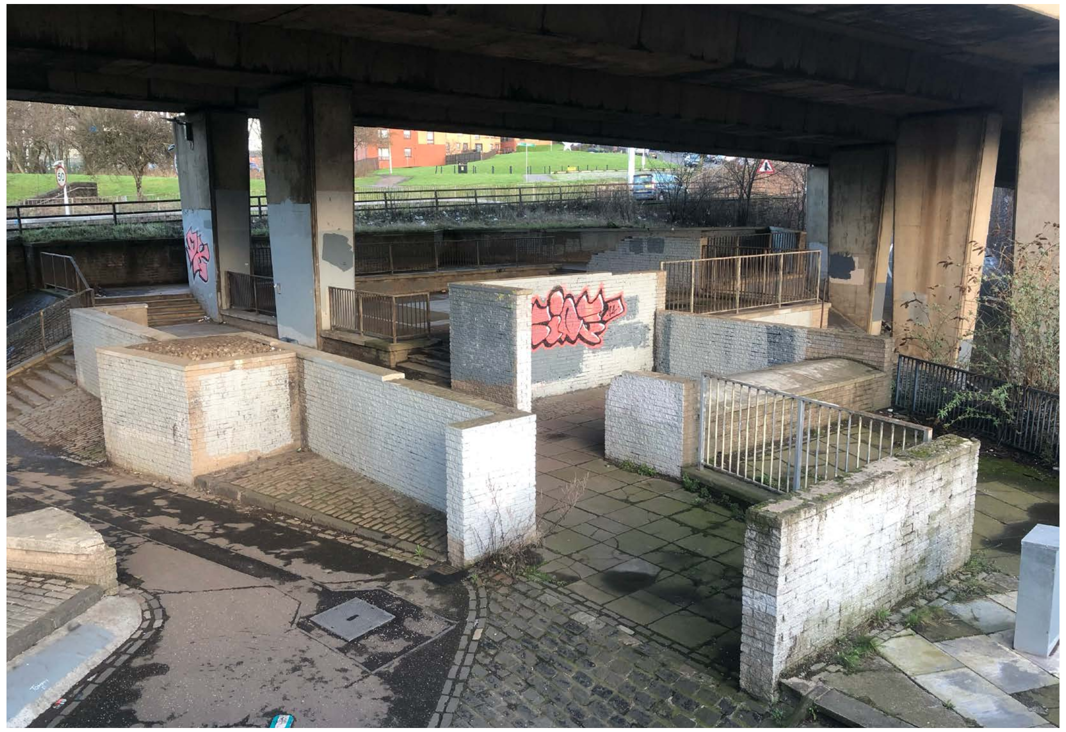
Urban Scenography

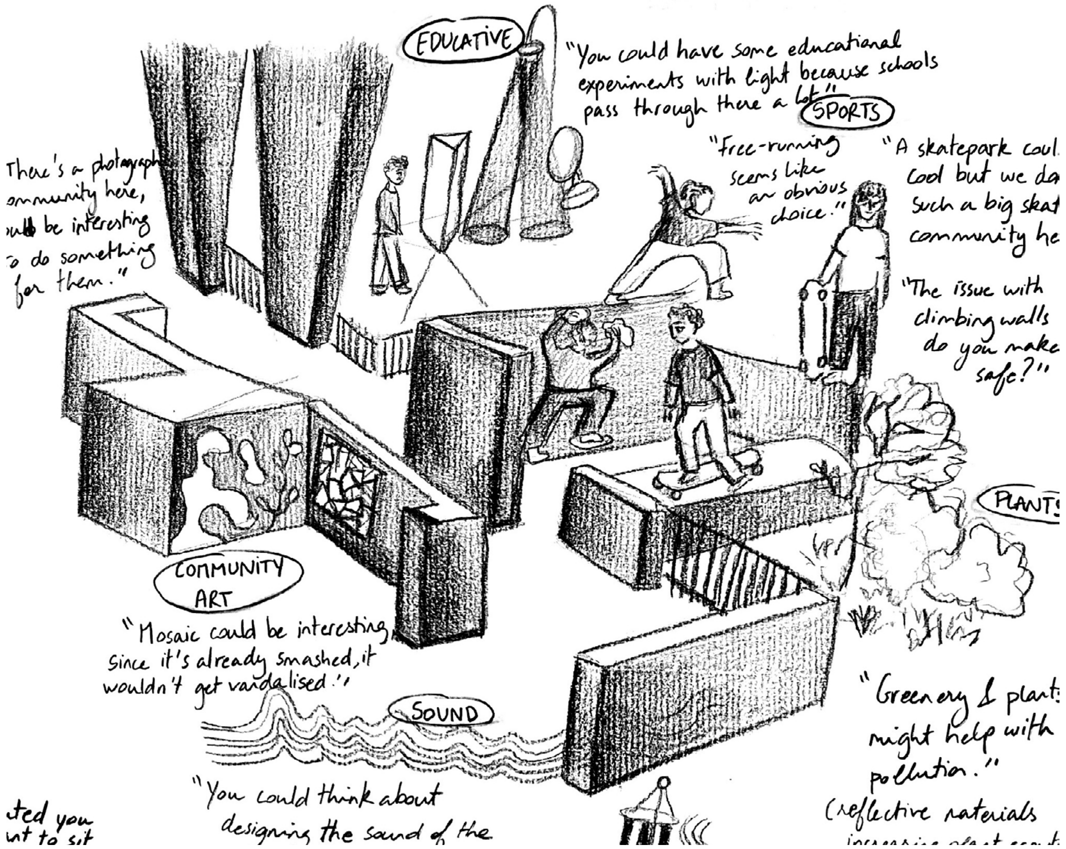
Installation

An interactive installation designed to reveal the playful and introspective potential of a negleted underpass using natural light.

Partners : Roystonhill Community Hub, Rosemount Development Trust, Glasgow City Council

2024



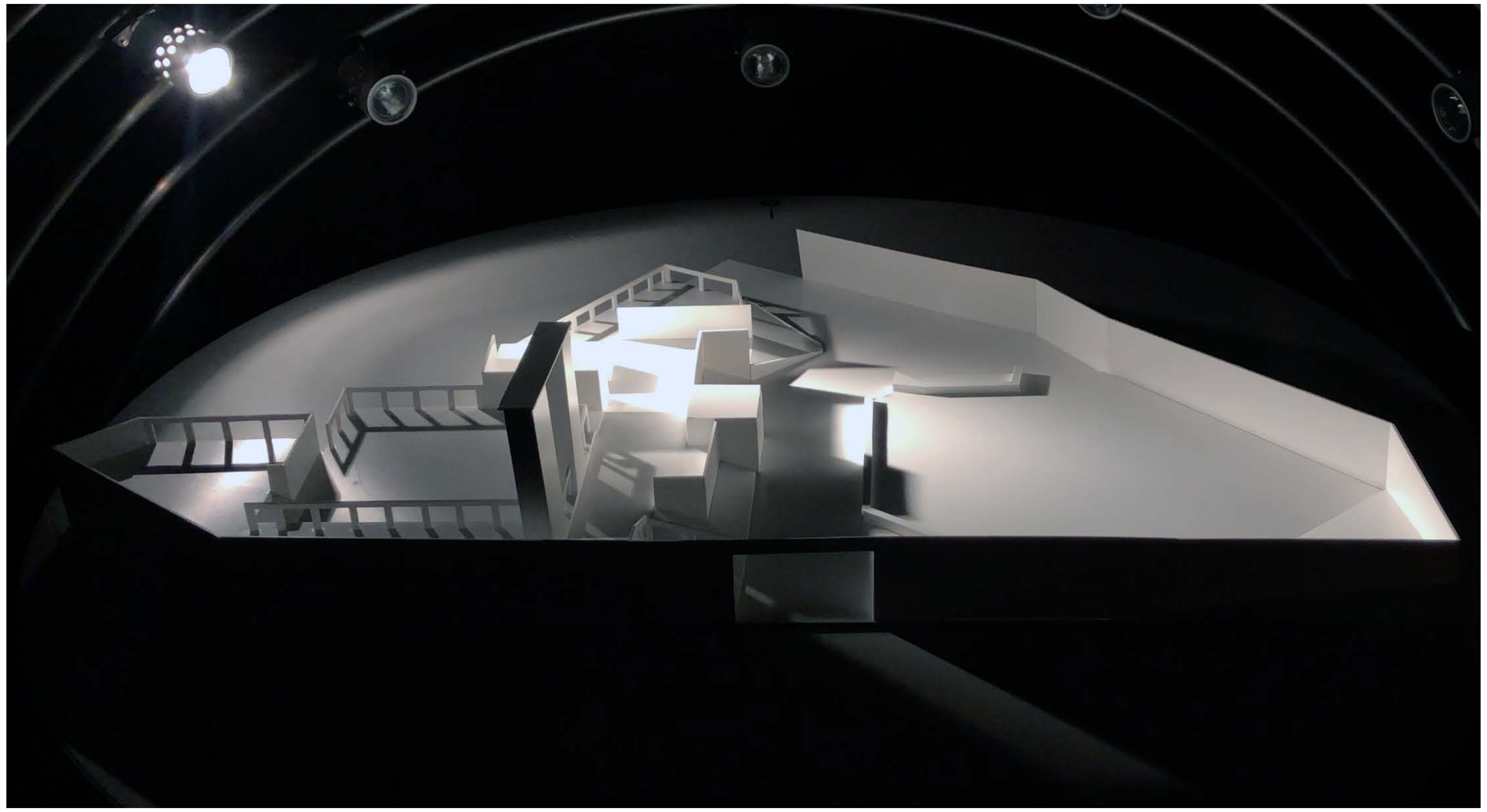

EDUCATIVE
"You could have some educational experiments with light because schools pass through there a lot"
SPORTS
There's a photograph
ommunity here,
uld be interesting
o do something
for them."
"Free-running seems like an obvious choice."
"A skatepark coul
cool but we da
such a big skat
community he
"The issue with climbing walls do you make safe?"
PLANTS
COMMUNITY ART
"Mosaic could be interesting since it's already smashed, it wouldn't get vandalised."
SOUND
"Greenery & plant
might help with
pollution."
(reflective materials
"You could think about
designing the sound of the
ted you
nt to sit

Co-design workshop

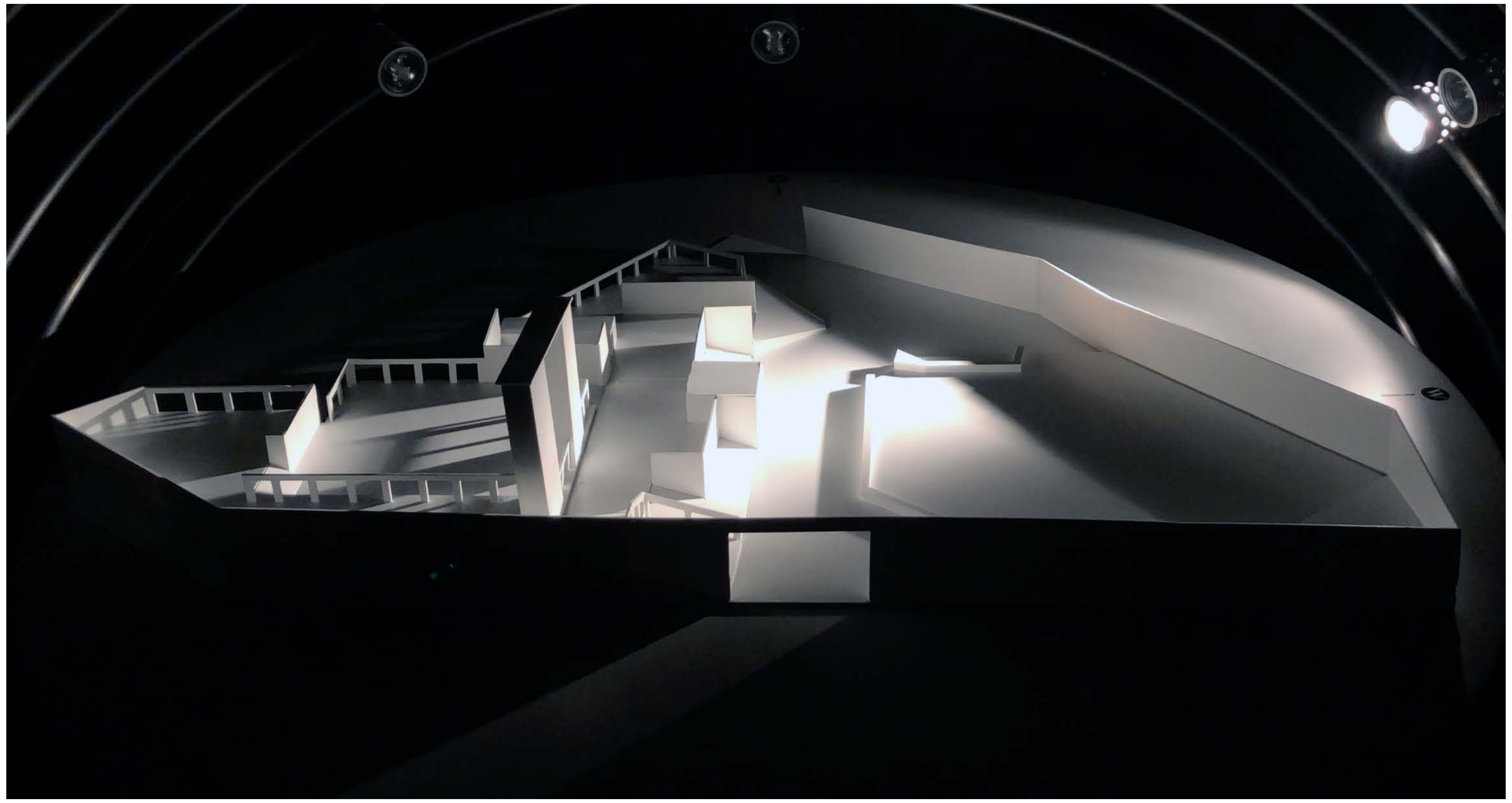
To involve the local community in reimagining the neglected underpass, I built an architectural model of the site and invited residents to envision its potential. I conducted a co-design workshop with 10 participants, where we defined three opportunities for the space, around play, introspection and improving the feeling of safety.

Partners : Roystonhill Community Hub, Rosemount Development Trust, Glasgow City Council

2024



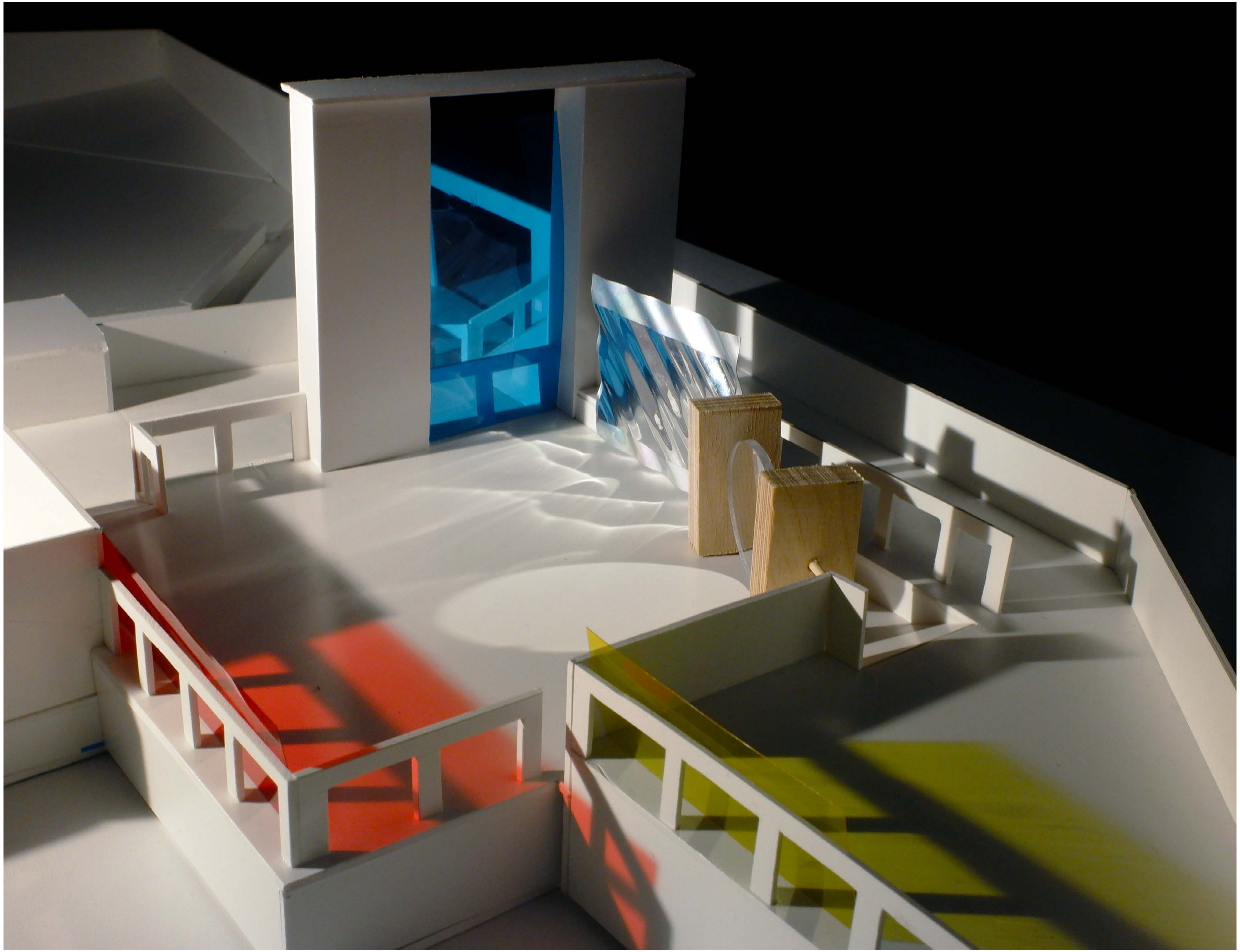
Sun’s position at 8am



Sun’s position at 9pm

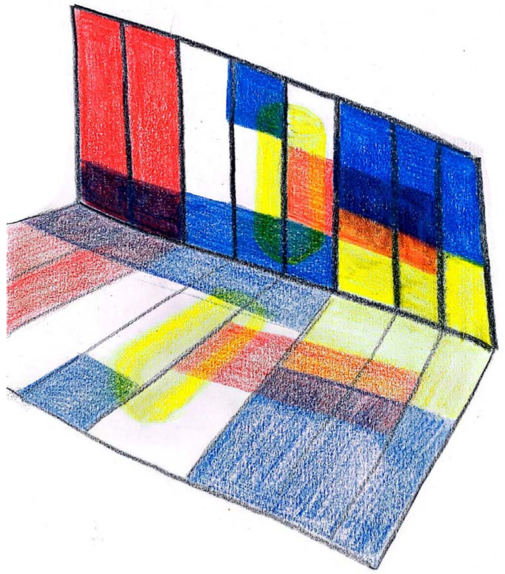
Research : Natural light study

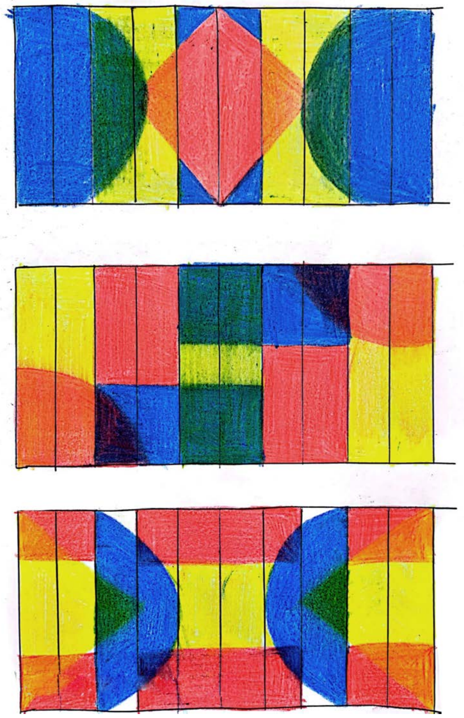
To understand how the sun’s light interacted with the space throughout the day, I used an heliodon which showed the different light settings at specific times of the day.

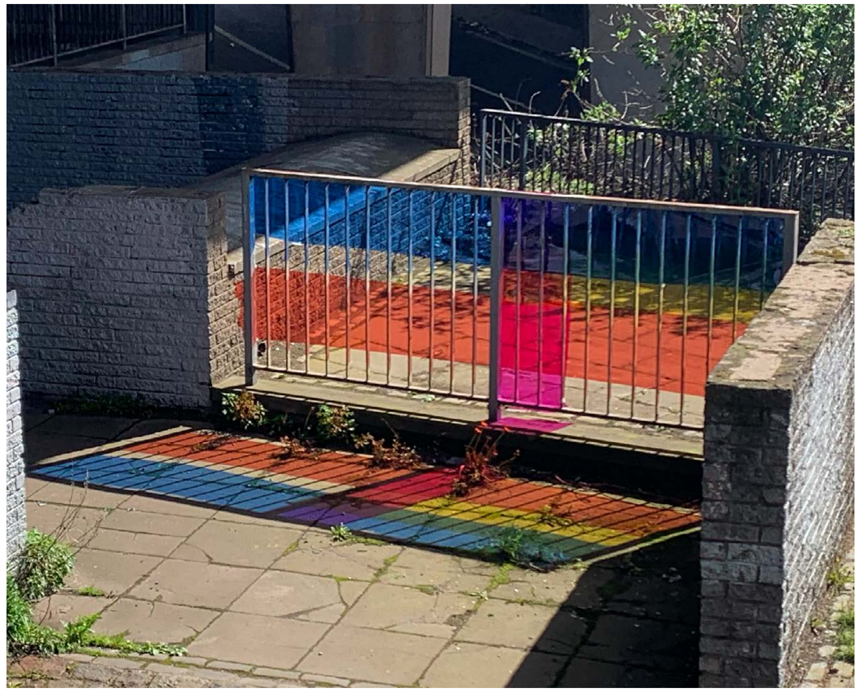


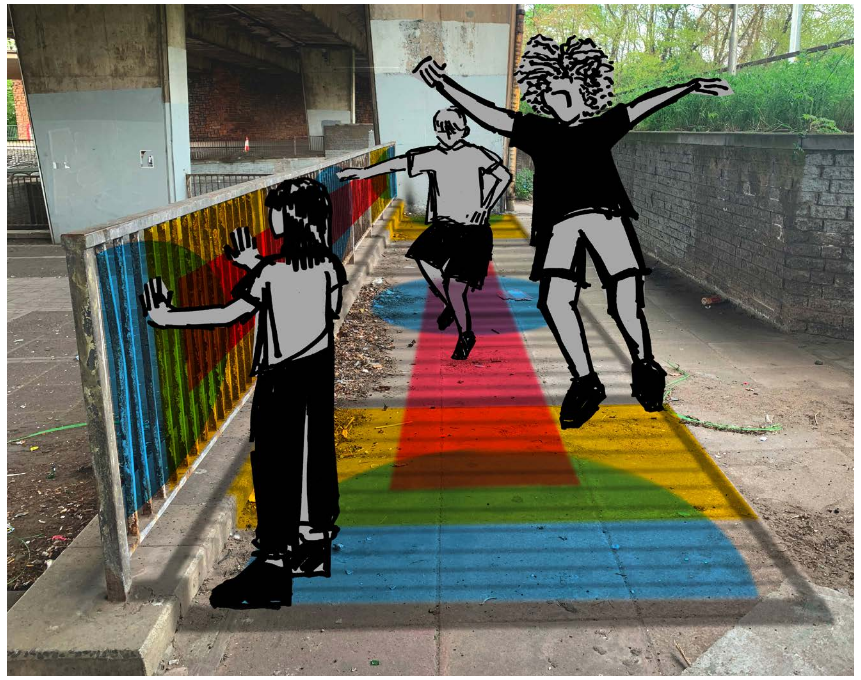
Concept

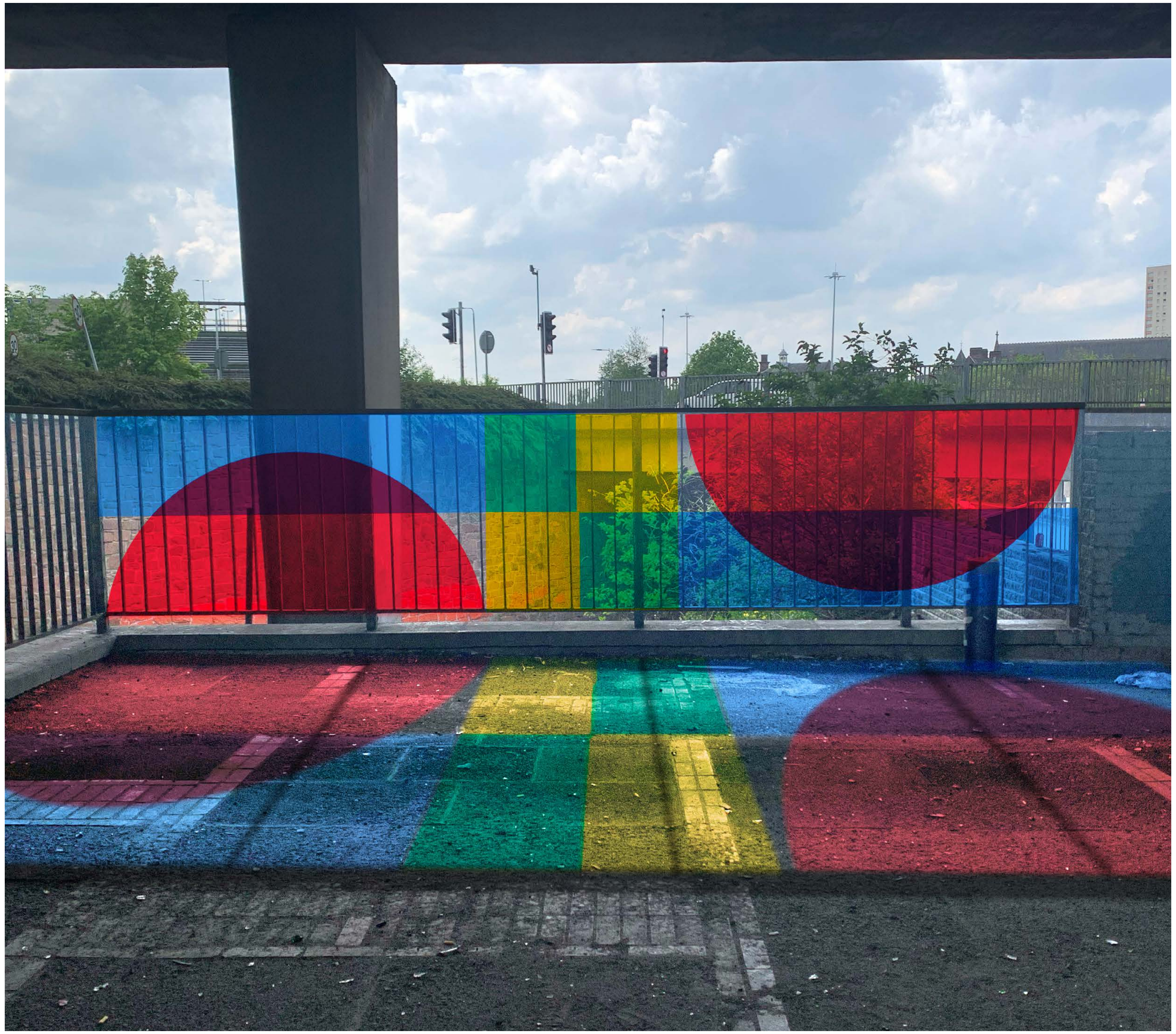
An urban scenography that seeks to reveal the playful and introspective potential of the space while enhancing the feeling of safety. The scenography is composed of three devices that allow players to manipulate light to create different settings in the underpass, transforming the experience of the space.







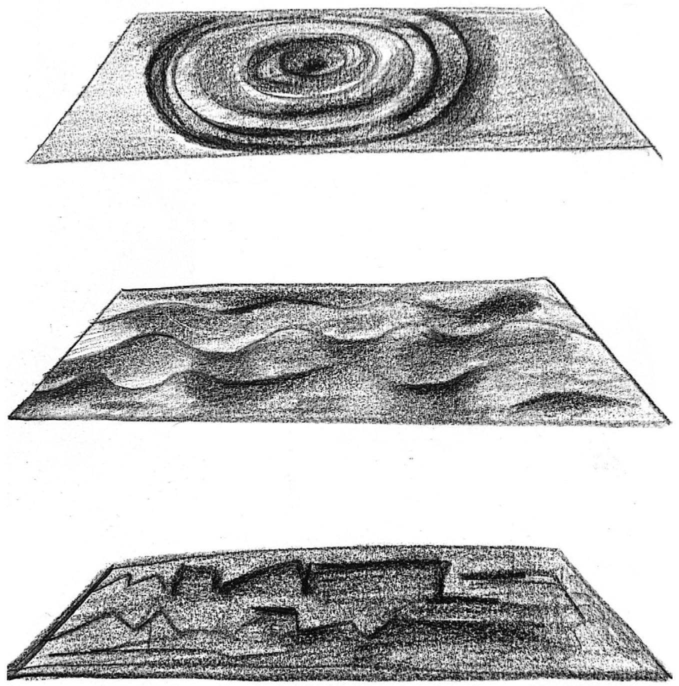


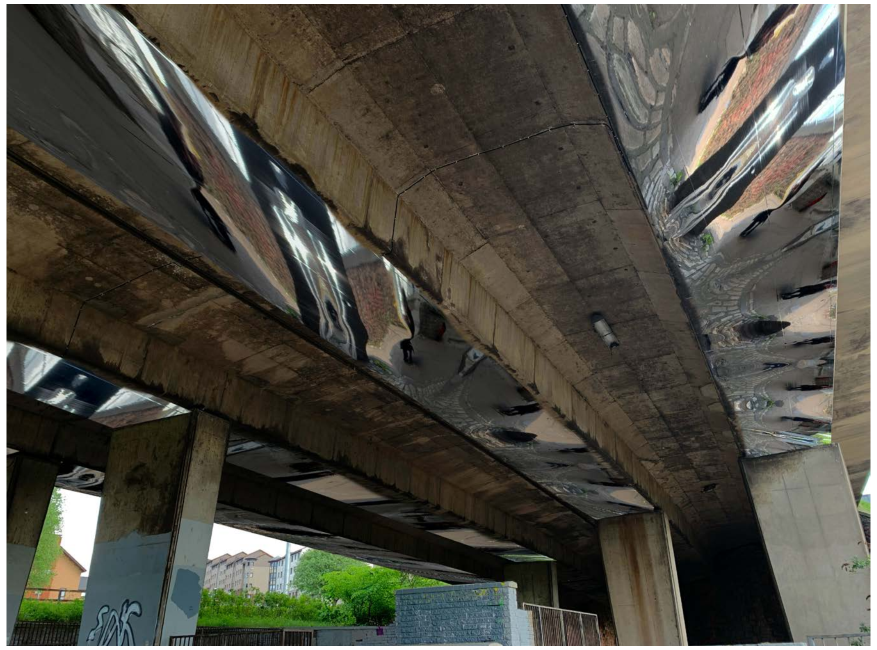


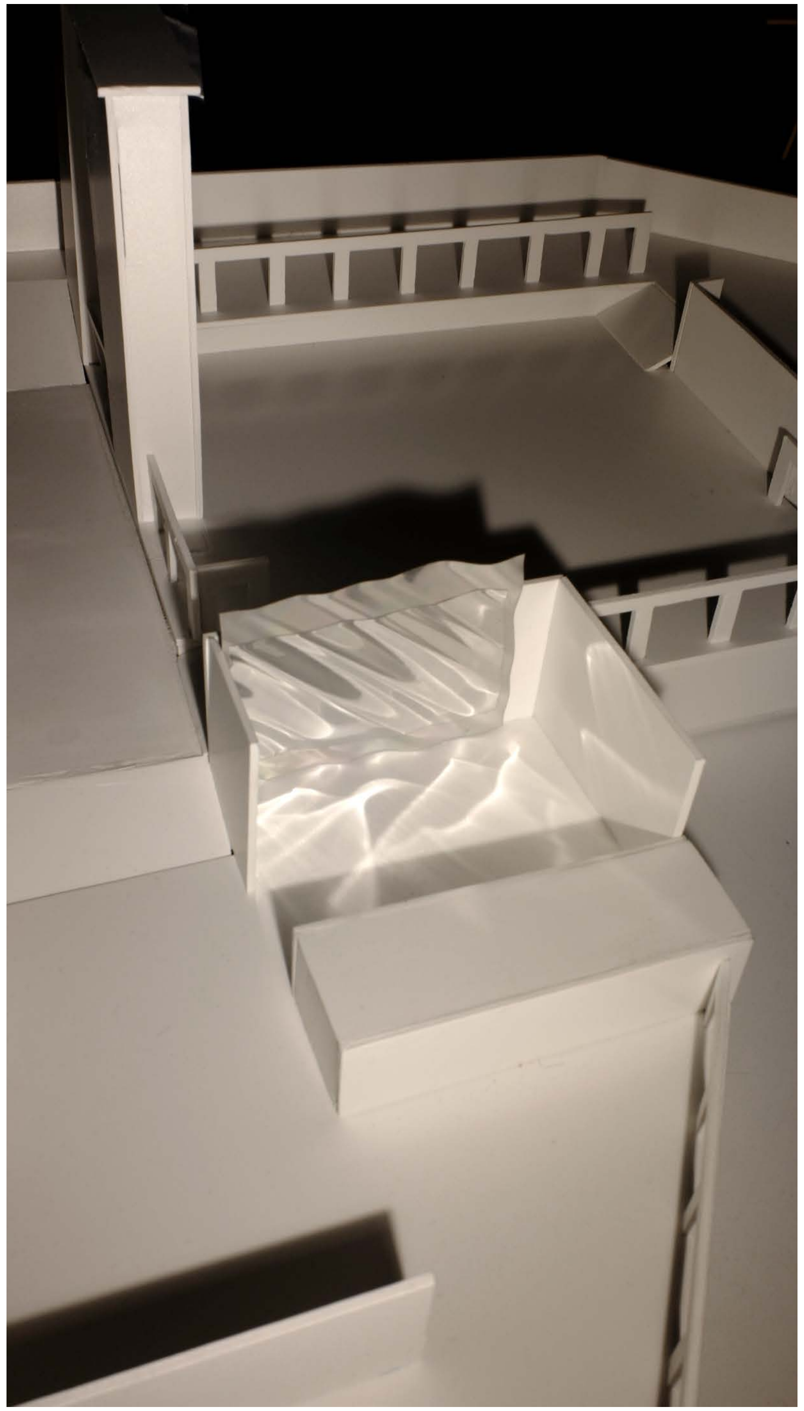
1. Chromatic Field

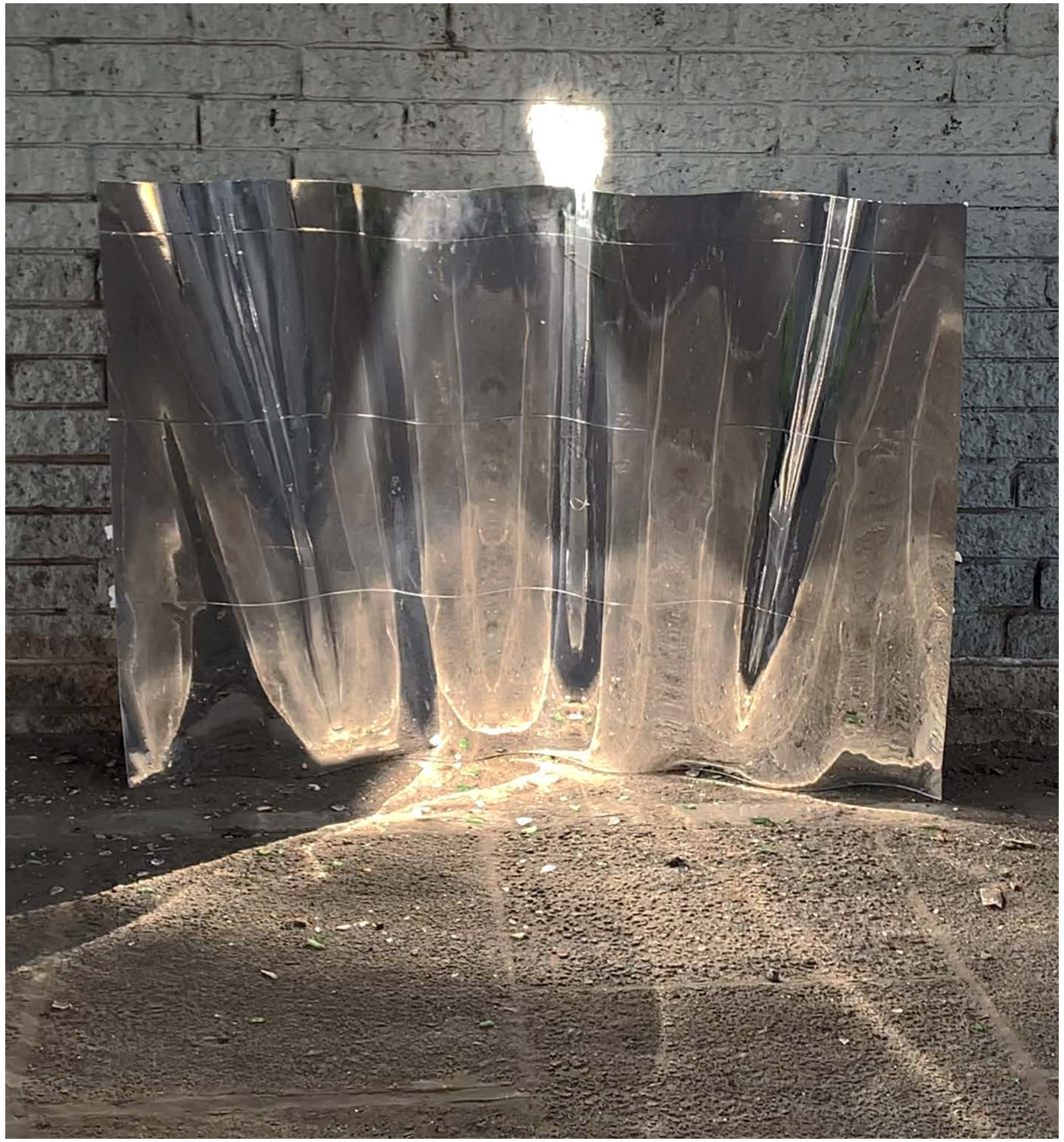
The chromatic field invites players to slide colored acrylic panels, creating various shadow patterns on the floor. Kids can experiment with color mixing, and delineates areas for spontaneous play.

Partners : Roystonhill Community Hub, Rosemount Development Trust, Glasgow City Council



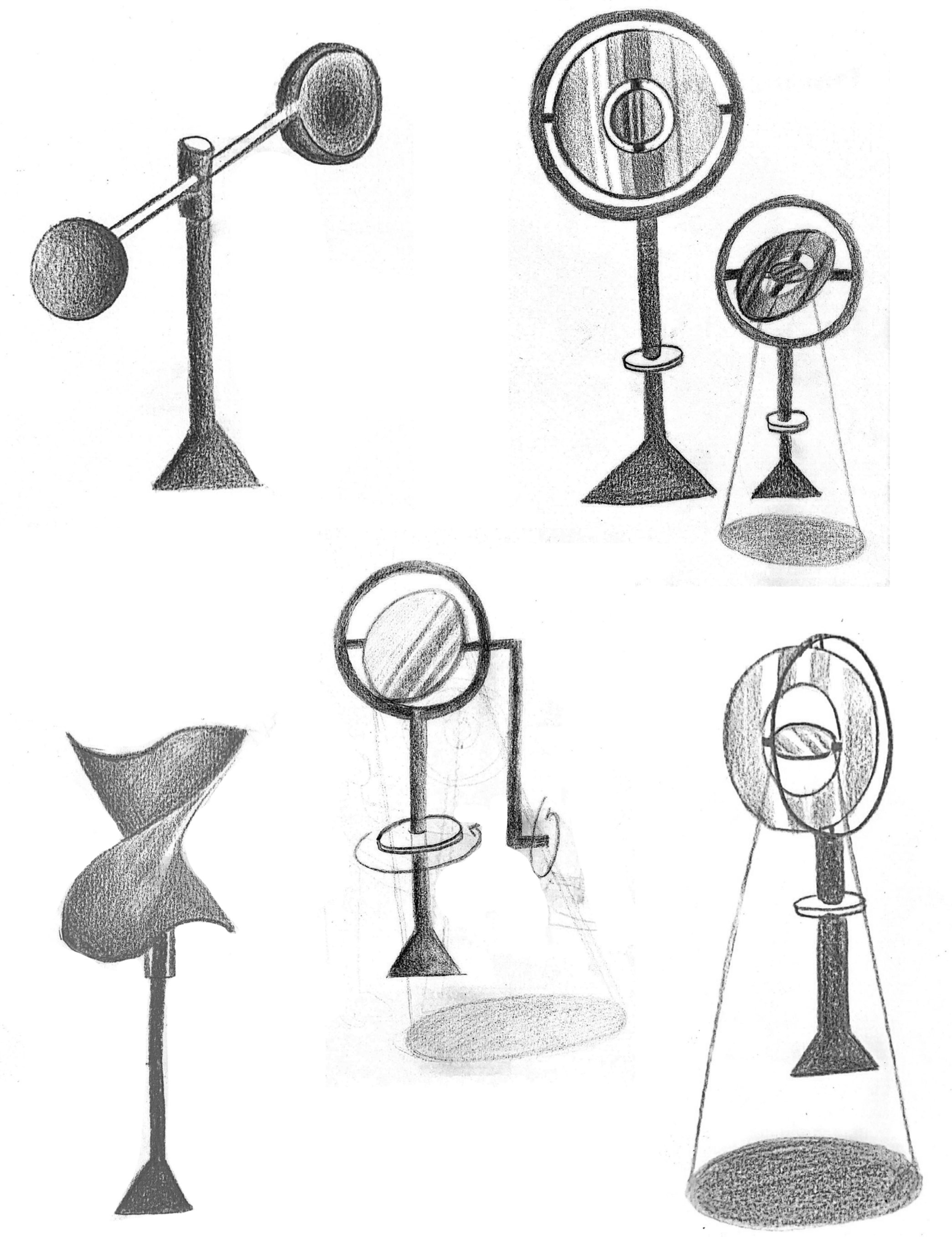


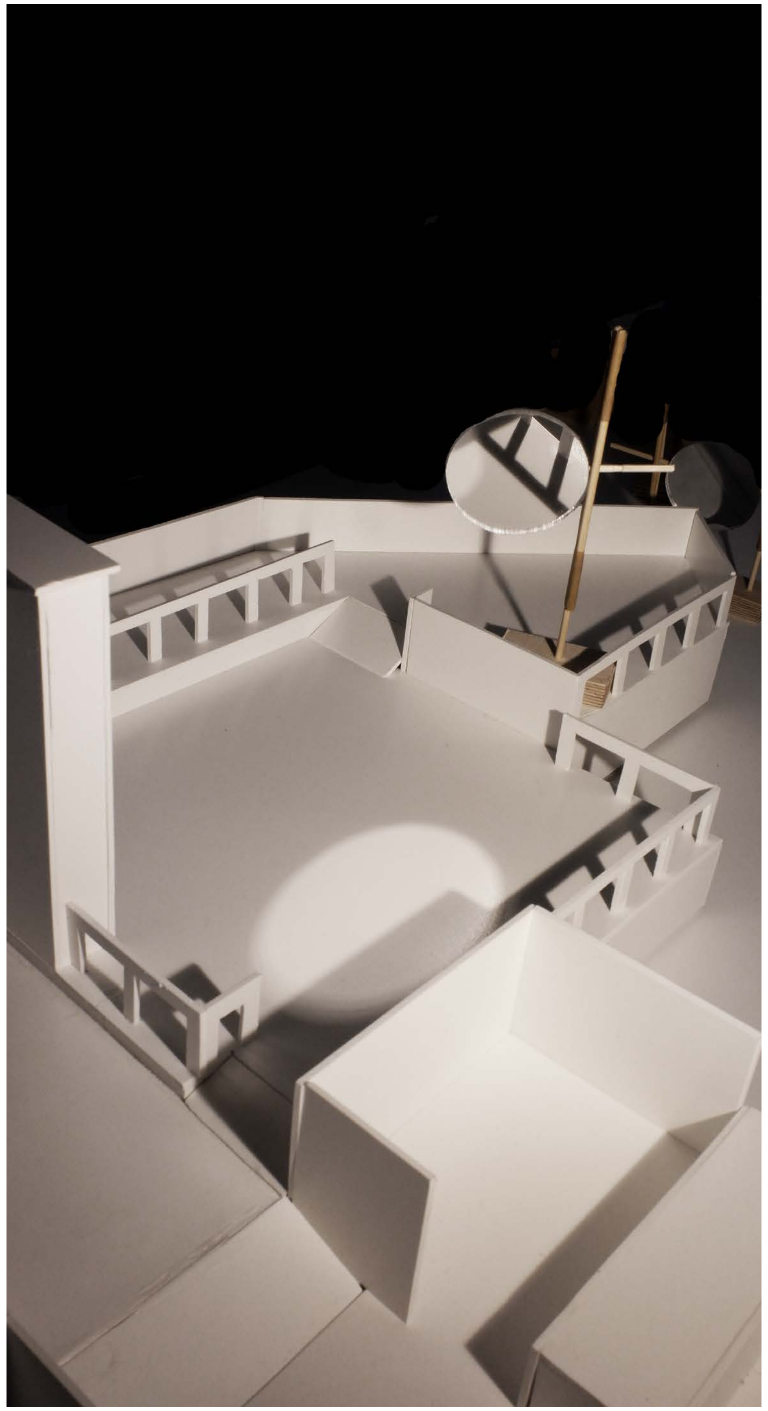


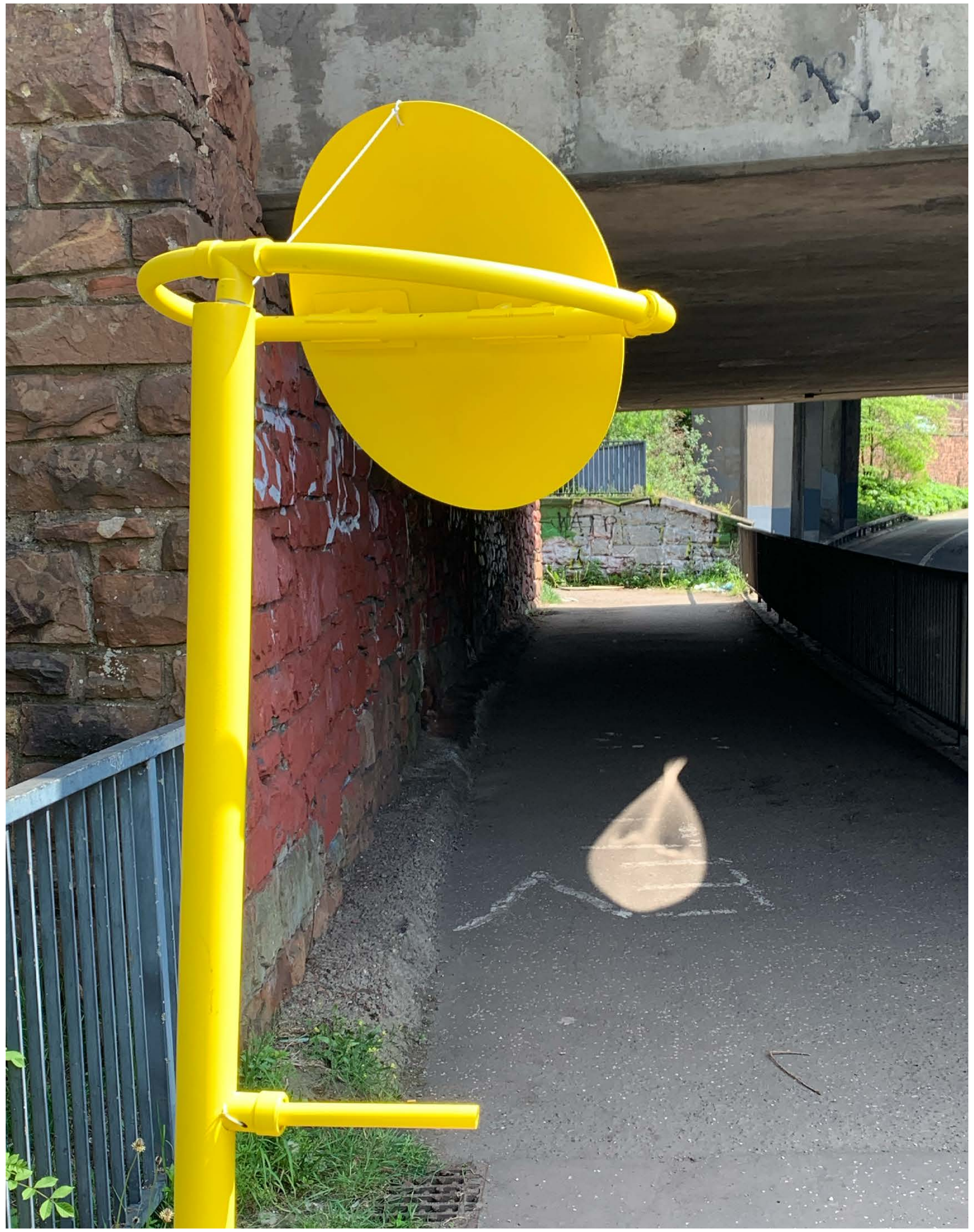


2. Reflective surfaces

The reflective surfaces cast atmospheric light reflections reminiscent of the canal that once traversed the area. They improve visibility for passersby and enhance the sense of safety in the space.

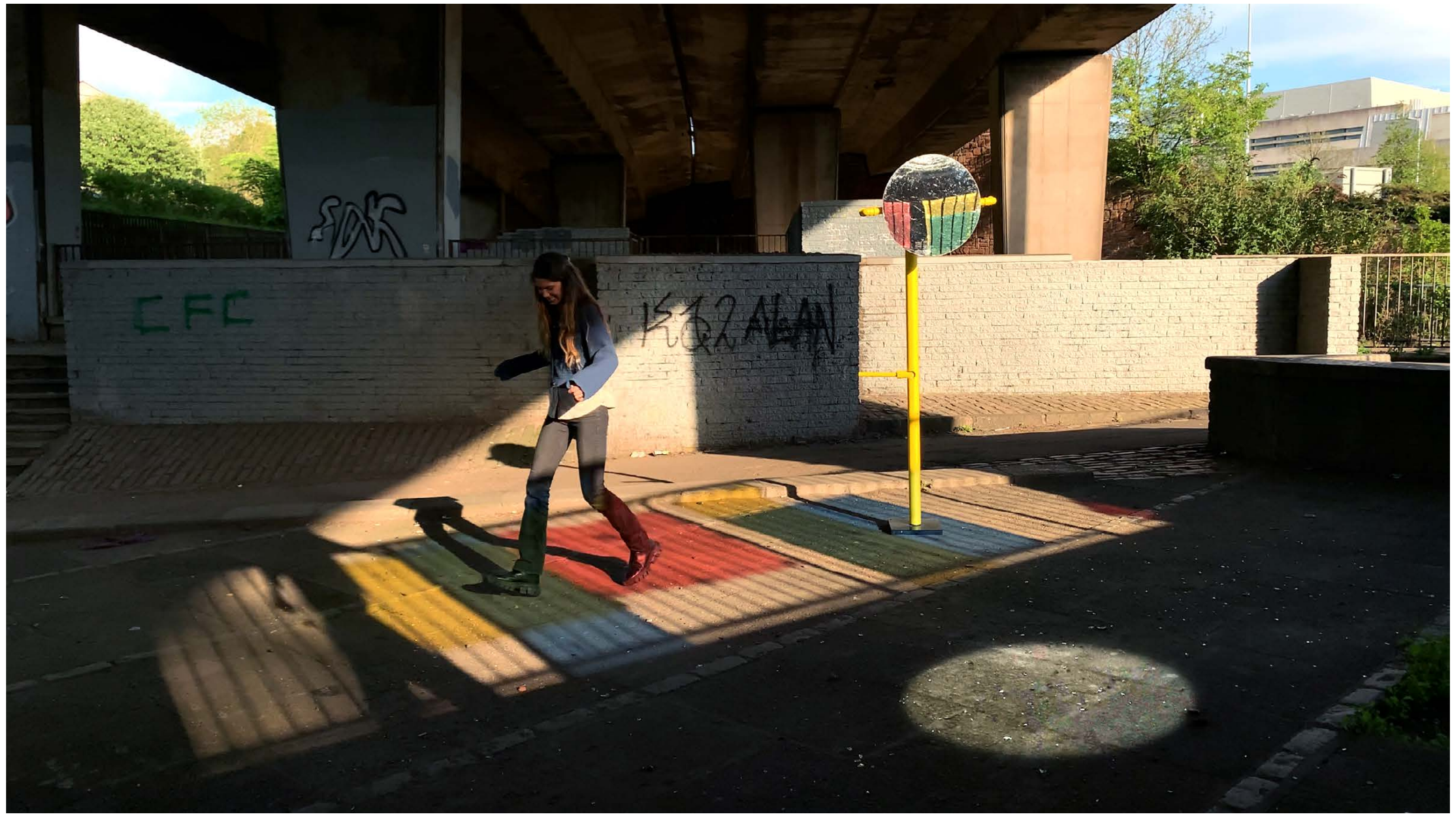






3. Heliostat

The heliostat allows users to rotate and tilt a mirror to redirect sunlight into dark areas.



Thank you for reading through,

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